

# Bazaar of the Bizarre

Readers who remember the old Strategic Review will need no introduction to this column. Those of you who have not had the opportunity to see SR will be pleased to learn that the column deals with magic items which can be added to D&D — or AD&D or any other fantasy adventure game for that matter. How regularly this column will be run depends entirely upon submissions we receive, so if you wish to see more interesting magic items, be sure and contribute some yourself! Remember that we don't want only artifacts and relics either (in fact, the fewer of them, the better). Low-power items are most desirable, as are those with limited usage. We hope that you will enjoy this month's offering. Please send your submission along so it can be shared by all other readers!

**BAG OF WIND**  
**by Gary Gygax**

A magical *bag of wind* (not to be confused with a windbag, which I have been accused of being from time-to-time) appears to be a normal large sack, but very careful examination of its drawstring will reveal that the cord is woven of special fibers and radiates a dim magic if this is checked for. When the *bag of wind* is drawn shut, a bow tied, and a magical word spoken, the *bag* fills with air — appearing then as a normal sack filled with some form of goods such as clothing or the like, as it will seem lumpy and weigh only about 14 pounds or so. The possessor of the item may at any time loose the bow knot and release the wind which the bag contains. The effect of the wind depends upon the type of *bag of wind*, as detailed below.

*The Bag of Aeolus:* This sack contains one gust of each of the four separate winds (*Boreas*, *Euros*, *Notus*, *Zephyrus*) described hereafter. These can be loosed one at a time, on command, and the *bag* retied after each such release. If the possessor wishes, however, he or she can release all four winds at once. Such a release will equal the whirlwind effect of an air elemental, the whirlwind lasting four rounds; the four winds will increase the strength of any one air elemental in range to a full eight hit points per hit die, regardless of the number of hit dice of the elemental. The range of the released winds is 6". Direction of their effect is determined by the mouth of the bag when opened.

*The Bag of Boreas:* When this sack is loosed and the command word spoken, a blast of freezing wind shoots forth. Creatures within 3" take 2-12 hit points of frost damage, those within 3" to 6" take 1-6 hit points of damage, and all small flames and fires of non-magical nature along the 2" wide course of the wind gust will be extinguished.

*The Bag of Euros:* The release of this puff of air effects an area 3" broad by 3" deep. All creatures within this area are effected by a langor which causes them to deduct one pip from their initiative dice. They will also be 10% less likely to react unfavorably and attack due to this langor, unless they are already angry, hostile, or engaging in combat. Fires are only fanned by this release.

*The Bag of Notus:* By opening this sack, the possessor releases a gust of hot, dry air which causes 2-8 hit points of damage to all within 3", 1-4 hit points of damage to those from 3" to 6" distant and within its 2" broad path. Water dwelling creatures will take double damage from dehydration. All fires and flames are affected as described for *Boreas*. *The Bag of Zephyrus:* A gentle breeze issues forth when this sack is untied, and all those within its 3" broad by 4" deep area of effect

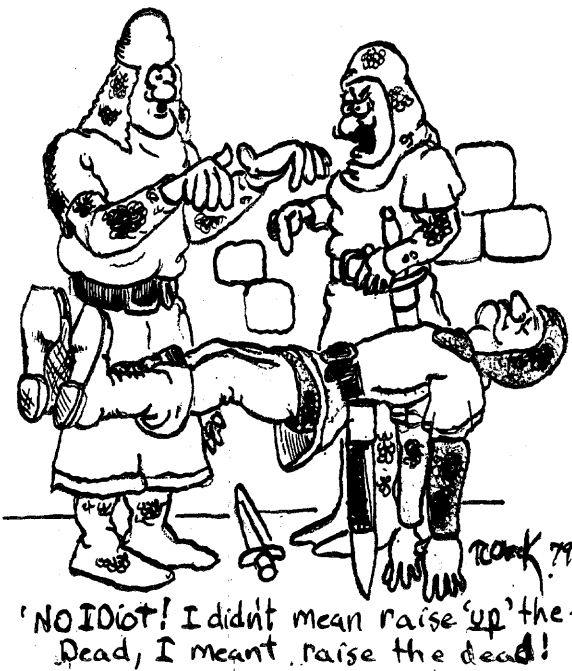
are so refreshed that they gain from 1-4 previously lost hit points. In addition, all creatures within this area add one pip to their initiative rolls for the next four turns. Flame and fire are simply fanned by the release of this zephyr.

The command word necessary to release the wind or winds contained by one of these *bags* will typically be magically written upon the container. Of course the possessor will possibly know the word in the case involving non-player characters initially owning the item.

Each *bag of wind* can be used a maximum of four times before its magical powers are lost. Naturally, any such *bag* found might have been previously used, so the number of magical wind releases contained within can vary from 1-4. The *Bag of Aeolus* is entirely drained if all four winds are released at once, and if any one of the separate winds has been previously released, the whirlwind function of the sack will not work.

Anytime a magic bag is found you may assume there is a 1 in 4 chance that it is a *bag of wind* rather than the type indicated on the miscellaneous magic table. If a 1 is rolled, it is a *bag of wind*. Roll d6, and use the table below:

| Roll | Die | Result                            |
|------|-----|-----------------------------------|
| 1    |     | BAG OF BOREAS                     |
| 2    |     | BAG OF EUROS                      |
| 3    |     | BAG OF NOTUS                      |
| 4    |     | BAG OF ZEPHYRUS                   |
| 5    |     | BAG OF AEOLUS                     |
| 6    |     | roll again using d4 instead of d6 |



# BAZAAR OF THE BIZARRE



by Len Lakofka

## POTIONS OF FORGETFULNESS

e.p. value 400 g.p. sale value 800

Upon imbibing this potion the character will completely forget all things that have occurred in the last 24 hours, including spells memorized and even experience points gained during that period! This potion will only have temporary effect if less than the full volume is consumed. Adding 1/4 of the potion to a non-alcoholic beverage will produce a memory lapse of mundane knowledge only — full memory will return 50% of the time in 1-4 hours. Adding it to an alcoholic beverage will make the beverage have a terrible taste and will produce rage in the drinker 90% of the time.

## RINGS OF SILENCE e.p. value 800 g.p. value 3,800

This ring can function in two ways, each usable for up to 1 hour of consecutive time per day.

1. The user is made silent in all movements as if he had on boots of elvinkind. When he speaks the sound can only be heard if a listener(s) is within 10 feet of him/her.

2. The user can place a sphere of noise protection around himself so that no sound, including magical sounds and spells that must be heard to function, can reach his/her ears. Thus the user is immune to Drums of Panic, a Suggestion or a Bard's Charm.

## HORN OF HADIES

This magical horn, which looks like any of the others, when sounded will bring forth 1-4 Lesser Devils or 1 Greater Devil. The Devil will obey the commands of the horn holder for 1-6 hours but has free will if he is attacked or if he is asked to give over any treasure he may carry. For a Good Cleric or a Paladin to command a devil to service will require an ATONEMENT, though they may give the horn to the devil and command it to be gone. The Devil will bear the holder no ill will and will perform the required task — though he may require a cut of the profits (60% likely for a lesser devil, 90% likely for a greater devil). The Horn can only be sounded once by any one character. Sounding the same horn a second time will bring an Arch Devil who will take the horn and its holder straight to Hell for torture and removal of his/her soul.

## CHIME OF WARNING

This device appears like either type of chime but if placed near a closure of any sort and commanded to guard it will ring if the closure is opened or tampered with. The Chime can be made invisible also upon command so that it may not be observed as guarding a closure. Its ring is very clear and loud but it is also very melodic and beautiful so as to transfix an intelligent creature with the sound. Unless a saving throw versus magic is made the charmed figure will continue to open and close the item so that he/she can hear the beautiful sound again. Restraining the individual or stopping the chime will invoke maniacal hatred in the charmed figure who will fight with a berserk rage so that he may hear the sound again. Remove curse will negate this charm as will dispell magic.

## APPARATUS OF SPIKEY OWNS

This item exactly resembles the apparatus of Kwalish except that when activated it becomes a 10 piece one-man-band renown for its cacophony. It will enrage any who hear it, including party members, unless a saving throw versus magic is made. Those who fail the saving throw will attempt to do harm to the operator until he stops playing the apparatus. Of course, the owner will be CHARMED by the device and will continue to operate it.

## BOOK OF A MAGIC USER

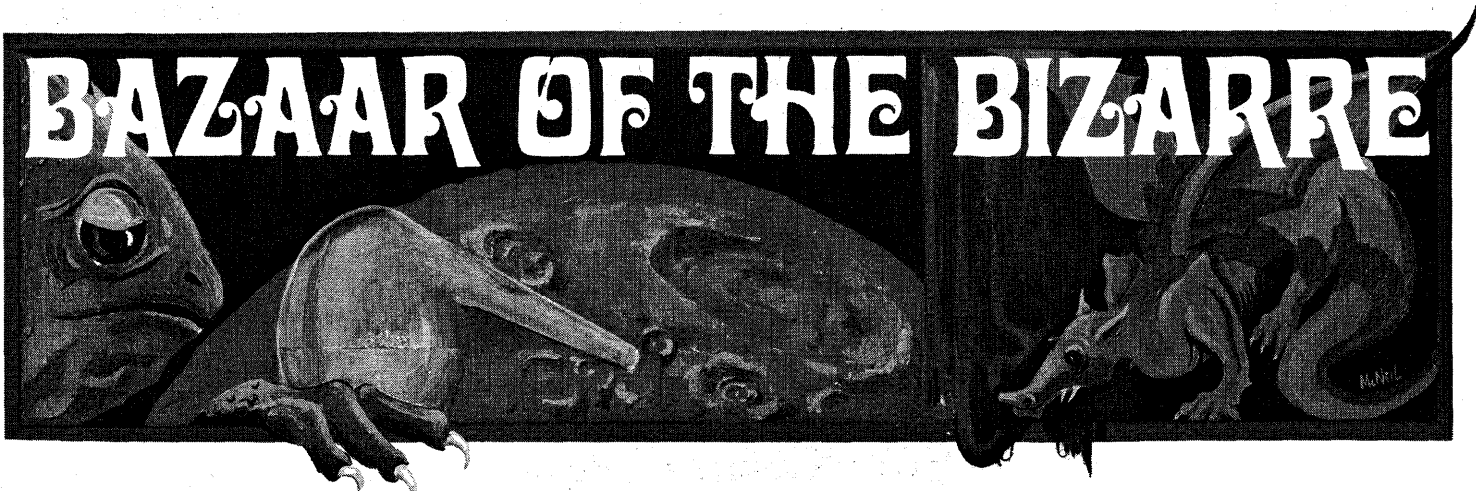
Its resale value varies, naturally. It will contain a number of magic user spells and is 04% likely per spell to have an EXPLOSIVE RUNE on any particular spell. If the BOOK contains an 8th level spell then there is a 40% chance that a SYMBOL will also be in the book.

| Book contents | Value for sale                       |
|---------------|--------------------------------------|
| 01-40         | 2-5 first level spells 350/spell     |
| 41-60         | 2-7 first level spells 350/spell     |
| 61-75         | 1-4 second level spells 750/spell    |
| plus          | 2-9 first level spells 350/spell     |
|               | 1-6 second level spells 750/spell    |
|               | 1-3 third level spells 1200/spell    |
| 76-85         | 2-12 first level spells 350/spell    |
|               | 2-9 second level spells 750/spell    |
|               | 2-5 third level spells 1200/spell    |
|               | 1-3 fourth level spells 2700/spell   |
| 86-90         | 4-16 first level spells 350/spell    |
|               | 3-12 second level spells 750/spell   |
|               | 2-8 third level spells 1200/spell    |
|               | 2-5 fourth level spells 2700/spell   |
|               | 1-3 fifth level spells 4200/spell    |
| 91-94         | 5-20 first level spells 350/spell    |
|               | 4-16 second level spells 750/spell   |
|               | 3-12 third level spells 1200/spell   |
|               | 2-8 fourth level spells 2700/spell   |
|               | 2-5 fifth level spells 4200/spell    |
|               | 1-3 sixth level spells 8000/spell    |
| 95-97         | as 91                                |
| plus          | 1-2 seventh level spells 20000/spell |
| 98-99         | as 95                                |
| plus          | 1 eighth level spell 40000 for it    |
| 00            | as 98                                |
| plus          | 1 ninth level spell 80000 for it     |

Any such book can only gain such a price from a magic user as others will only give 1/2 value at best for it.

## LEOMUND'S PLATE & CUP

These devices appear in many forms, sometimes they are platters, sometimes plates; sometimes mugs, sometimes goblets but in any case they will be made of silver, gold or platinum and will be engraved. The value of their metal and the engraving will not be visible until the plate or cup is commanded to function. When told to fill itself, the item will produce an excellent meal of epicurian quality in the case of a plate (enough for 4 people in the case of a platter) or a fine wine or beer in the case of a goblet or mug. The plate/platter can function three times per day; the mug 5 times per day, the goblet 7 times per day. The item MUST be cleaned with sweet or holy water at least once per week or it will never function again. This cleaning is not necessary if the item has not been used during any given week.



## The Ring of the Necromancer

Bill Howell

Question One: "What is a necromancer?" Of course every player and DM is familiar with this word as a name for the 10th level of magic use. Sci-fi fans will recognize it as the name of Gordon R. Dickson's excellent novel. Tolkien scholars will remember that Sauron used the name Necromancer for the period between 1100 TA and 2850 TA. Obviously a necromancer is many things to many people. According to Webster, a necromancer "conjures the spirits of the dead for purposes of magically revealing the future or influencing the course of events." Many of the magic spells in AD&D are "necromantic" in nature.

Question two: "What has all this got to do with my game?" In my campaign I have discovered a magic ring which is also necromantic in nature. The specialty of a true necromancer in AD&D is, of course, the Undead. A Ring of the Necromancer conveys only one benefit to all characters except neutral or evil magic users or clerics. Once per week it

will form upon command a sphere of protection equal in effect and duration to that created by a Scroll of Protection from Undead. The Ring must be worn for a *full* week prior to each use, i.e. if it is removed for any reason, it must be worn for another week before it can be used.

However, when the Ring is worn for a week by a neutral or evil magic user or cleric, its true worth is revealed. Once per day the Ring will function as a potion of Undead Control, and the Undead it is used against get no saving throw! Once per week the Ring will *Animate Dead*. Once per month the Ring of the Necromancer will summon any one Undead creature (excluding Liches), which will serve the wearer for one day. However, before the Ring will thus summon an undead, one living, intelligent, conscious, aware being must be ritually sacrificed to the Ring. This act must be repeated each time this power is used.

Question three: "Is this item too powerful?" Not really. It is certainly no more potent than a Ring of Spell Storing. Try introducing this item into your campaign. Undead should certainly be good for more than turning, dispelling, burning, splashing with holy water, or staking!

## A WORKING DESIGN FOR HEWARD'S MYSTICAL ORGAN

(or, "Play it again, Sam")

Steven Wiederhoft

Making this highly powerful artifact into a system that is fair (but extremely challenging) was quite a job. The section in Eldritch Wizardry provides the rumors, legends and a hint of its great power. But practically nothing on a design format. The organ is extremely popular with the players (most of whom dream about rhinestone-studded suits, candelabras, etc.). I have included the story of the characters' search for the Organ in my campaign to give you an idea of how truly deadly and entertaining it can be.

"It all started with a treasure map showing where the Organ was to be found. After much thought, discussion and preparing the greedy little buggers set sail for Devil's Island. After a long voyage (and eight dead, drowned or missing characters later), the party finally sailed into the cove off Devil's Island. The remaining six characters then hit the beach and stormed the Tower of the Blue Death. Through luck and good planning five characters made it to the Organ. The 1st character seated himself, set the stops and started playing a Reversed 9th level spell (Imprisonment) and immediately disappeared (entombed in the depths of the earth). The 2nd character then sat down, set the stops the same but played a different song (Reversed Gate) and was carried away by an irate Type 6 Demon. The 3rd character decided to try a different pattern for the stops and played a 6th level spell (Invisible Stalker). Deciding to try other songs with the same stops produced a veritable army of stalkers (many were dead due to Death and Disintegrate Spells), a totally glass tower (using multiple Glassee Spells), a wrecked ship (via a Control

Weather Spell), a totally remodeled landscape (Move Earth spell) and a few other interesting things. A few variations in the stops provided a quick trip to the Abyss without the Organ (only quick thinking got the character back alive). The rest of the adventure I won't relate to you except for one interesting fact. When they stumbled onto the 9th level MU spells and discovered the Wish Spell, they made the following wish: "I wish that this spell could never again be played on this Organ." It is an idea for the DM to use that wish before he/she ever gives out the Organ.

I designed my Organ with 7 usable stops and 65 working keys (15 black keys and 50 white keys). For the stops I used the binary computer language. Each stop represents a number, the number of possible combinations for stop positioning is 128. This range is from zero to 127. See the example given below:

I = the stop is in  
O = the stop is out

|    |    |    |   |   |   |   |                          |
|----|----|----|---|---|---|---|--------------------------|
| 64 | 32 | 16 | 8 | 4 | 2 | 1 |                          |
| O  | O  | O  | O | O | O | O | = 0                      |
| I  | I  | I  | I | I | I | I | = 127 (64+32+16+8+4+2+1) |
| I  | I  | I  | I | I | I |   | = 22 (16+4+2)            |
| O  | O  | I  | O | I | I | O | = 75 (64+8+2+1)          |
| O  | I  | I  | I | O | O | I | = 57 (32+16+8+1)         |

Once the stops have been set you find out what the results are, if the player set the stops as such: I O O O O O I = 65. Referring to the stop result table indicates that 65 is a 4th level MU spell. The user

then presses the white and black keys calling out white 1-50 and black 1 - 15. The following is an example:

|       |      |       |                     |
|-------|------|-------|---------------------|
| white | 42   |       |                     |
| white | 17   |       |                     |
| black | 3    | 2 4 ) | 53                  |
| white | 36   |       | 1278                |
| black | 10   |       | 120                 |
| black | 7    |       | 78                  |
|       |      |       | 72                  |
|       | 1278 |       | 6 = the spell used. |

The white keys are base numbers and the black keys are multipliers (odd black multiply by 3 and even multiply by 2). To do the example given you would add  $42 + 17 = 59$ . Multiply  $59 \times 3 = 177$ . Add  $177 + 36 = 213$ . Multiply  $213 \times 2 = 426$ . Multiply  $426 \times 3 = 1278$ . Since there are 24 4th level MU spells you divide 1278 by 24 and take the remainder (which is from 1-24 — zero is the same as 24). The answer this time was 53 with 6 left over. So you use the 6th spell on the 4th level table.

## Stop Results Table

- |                                 |                                 |                                                                                         |
|---------------------------------|---------------------------------|-----------------------------------------------------------------------------------------|
| 1. 5th level Clerical           | 44. 1st level MU                | 86. 1st level Druid                                                                     |
| 2. user killed instantly        | 45. Organ plays itself          | 87. user gets 1-8 jewels (1/wk)                                                         |
| 3. 3rd level MU                 | 46. 4th level Illusionist       | 88. Table 6 monster                                                                     |
| 4. 1st level MU                 | 47. 3rd level MU reversed       | 89. 7th level Druid                                                                     |
| 5. Organ plays itself           | 48. users charisma -10          | 90. Organ plays itself                                                                  |
| 6. 7th level MU reversed        | 49. 2nd level Clerical          | 91. user takes 6-36 pts. shock                                                          |
| 7. 1st level Clerical           | 50. 8th level MU reversed       | 92. 3rd level Druid                                                                     |
| 8. 6th level Druid              | 51. 7th level MU                | 93. 5th level MU                                                                        |
| 9. Table 4 monster              | 52. teleported to ice lake      | 94. 2nd level Clerical reversed                                                         |
| 10. 2nd level Druid             | 53. 10-80% users money gone     | 95. Table 3 monster                                                                     |
| 11. POWER RECHARGE              | 54. 4th level Clerical          | 96. 2nd level MU                                                                        |
| 12. 3rd level Clerical          | 55. 1st level Illusionist       | 97. Table 2 monster                                                                     |
| 13. 7th level Clerical reversed | 56. POWER RECHARGE              | 98. 1st level MU                                                                        |
| 14. 3rd level Illusionist       | 57. 5th level MU                | 99. 7th level MU                                                                        |
| 15. Organ plays itself          | 58. 6th level MU reversed       | 100. Organ plays itself                                                                 |
| 16. Table 6 monster             | 59. Table 4 monster             | 101. 1st level Druid                                                                    |
| 17. 5th level Illusionist       | 60. 2nd level Illusionist       | 102. 4th level Clerical reversed                                                        |
| 18. user loses one level        | 61. Gas cloud (roll type)       | 103. user gets 1-8 jewels (1/wk)                                                        |
| 19. 1st level MU                | 62. 6th level MU                | 104. 4th level MU                                                                       |
| 20. 6th level Clerical          | 63. 1st level Clerical          | 105. 2nd level Illusionist                                                              |
| 21. Table 3 monster             | 64. Table 3 monster             | 106. Table 5 monster                                                                    |
| 22. POWER RECHARGE              | 65. 4th level MU                | 107. 6th level Clerical                                                                 |
| 23. Table 2 monster             | 66. teleport to other plane     | 108. Organ goes back to Devils Island                                                   |
| 24. 4th level Illusionist       | 67. Organ plays itself          | 109. 3rd level Illusionist                                                              |
| 25. 1st level Clerical          | 68. 5th level Clerical          | 110. 4th level MU reversed                                                              |
| 26. Table 1 monster             | 69. random teleport             | 111. 5th level Clerical                                                                 |
| 27. 5th level MU reversed       | 70. 3rd level Clerical reversed | 112. user teleports to spaceship                                                        |
| 28. 7th level Illusionist       | 71. 2nd level Druid             | 113. 3rd level MU                                                                       |
| 29. Table 5 monster             | 72. Table 4 monster             | 114. user loses 2-5 hit pts. perm                                                       |
| 30. Organ plays itself          | 73. 5th level MU                | 115. POWER RECHARGE                                                                     |
| 31. 3rd level MU                | 74. POWER RECHARGE              | 116. 4th level Clerical                                                                 |
| 32. 6th level Clerical reversed | 75. creates 1 magic (1/wk)      | 117. Table 7 monster                                                                    |
| 33. 2nd level Clerical          | 76. 3rd level MU reversed       | 118. Organ plays itself                                                                 |
| 34. 6th level MU                | 77. 4th level Druid             | 119. 8th level MU                                                                       |
| 35. user shrinks 12"            | 78. user takes 3-36 shock       | 120. 1st level Illusionist                                                              |
| 36. 3rd level Druid             | 79. 2nd level MU                | 121. 6th level MU reversed                                                              |
| 37. 2nd level MU                | 80. 3rd level Clerical          | 122. 2nd level MU                                                                       |
| 38. user polymorphed            | 81. Table 5 monster             | 123. 5th level Druid                                                                    |
| 39. 4th level MU                | 82. 6th level Illusionist       | 124. loses 1 ability pt.                                                                |
| 40. 1st level Clerical reversed | 83. user takes 3-24 shock       | 125. 6th level MU                                                                       |
| 41. Table 4 monster             | 84. 9th level MU reversed       | 126. 5th level Clerical reversed                                                        |
| 42. 7th level Clerical          | 85. 9th level MU                | 127 & 0. attacked by 1 type 6, 2 type 5, 3 type 4, 4 type 3, 5 type 2, 6 type 1 demons. |

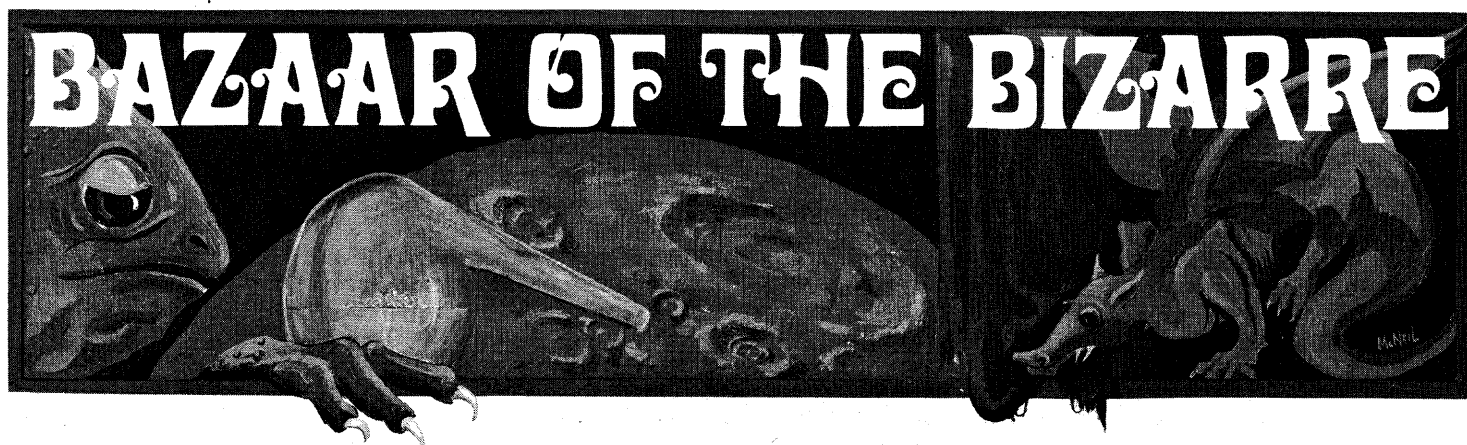
### NOTES:

Power Recharge means the Organ draws in all Magical, Clerical force in a hex. No magic can be used for the rest of the day. Swords and Armor not affected (rings, rods, scrolls, etc. must save vs electrical shock or be gone).

Reversed Spells are to be used as if a hostile was directing them at the user.

The stops that produce teleport are to places in my own campaign. Replace them with locations to fit your campaign.

Where a Table monster is indicated use the dungeon monster tables. The attack is with surprise from behind.



## Orlow's Inventions Can Liven Up Your Life

William Fawcett

A problem that confronts most Dungeon Masters is that of the substantial effect most magic items have. Almost any item on the Miscellaneous Magic Table will almost immediately have a marked influence on play. This means there is a large gap between just a treasure of gold ("Just", did he say?) and any magic item. In some opinions, this aspect is further emphasized by the fact that a Magic Sword or similar item has a quite specific use and can therefore be effectively used by the most novice dungeoneer. Although an experienced player may find a novel use for some items, most are employable with very little imagination or planning.

The Extraneous Magic Table was created to add a new challenge for experienced players and to enable a DM to reward a player with a "magic" item for a large number of accomplishments.

The items on the Extraneous Magic Table are designed so that they are of no obvious immediate value. These items are for the most part magically endowed with an unusual power that makes them extraordinary, but not inherently useful. By their very nature, they challenge a player to find a use for their treasure. Watching a player trying to find a profitable way to employ an Obedient Hourglass or a Rag of Drying can also be an amusing and enjoyable experience for the DM.

A majority of the Extraneous Magic Table items were once part of the household of Orlow the Indolent, a 27th Level Magic User. Orlow created many of the items for convenience, for his hobby of gardening, or to pacify his rather strident wife, Frantasy the Vocal. When Orlow disappeared more than 1,000 years ago, his household was abandoned and its contents have since been distributed across the world. (Most were probably carried off by the servants when they left.) A few items are not of any known background and may have been created for unknown uses by less beneficent forces.

If tested, these items will show magic to a Detect Magic spell. Those that resemble other more potent items will be similar in appearance.

### Extraneous Magic Table

#### From Orlow's Den

|       |                            |
|-------|----------------------------|
| 01    | Match of Many Lights       |
| 02-3  | Brush of Colors            |
| 03-4  | Lasting Pipe               |
| 05    | Torch of Control           |
| 06-7  | Boots of Comfortableness   |
| 08-9  | Quill of Longwriting       |
| 10-11 | Enlarging Glass            |
| 12-13 | Obedient Hourglass         |
| 14-15 | Potion of Housecat Control |
| 16    | Scroll of Erasing          |

#### From Frantasy's Kitchen

|       |                            |
|-------|----------------------------|
| 17-18 | Spoon of Stirring          |
| 19-20 | Spoon of Eating            |
| 20-21 | Sweet Onion Seed           |
| 22-24 | Bottle of Pleasant Odors   |
| 25-26 | Rag of Dying               |
| 27-28 | Mug of Warming             |
| 29-30 | Mug of Dribbling*          |
| 31    | Mystical Brown Coating Box |
| 32-33 | Jug of Dyeing (Red)        |
| 34-36 | Jug of Dyeing (Blue)       |
| 37-38 | Broom of Sweeping          |
| 39-40 | Eternal Salt Shaker        |
| 41    | Eternal Peanut             |
| 42-44 | Ever-Damp Sponge           |
| 45-46 | Cloth of Polishing         |
| 47-48 | Ever-Clean Towel           |
| 49-50 | Needle of Sewing           |

#### Used in the Garden

|       |                               |
|-------|-------------------------------|
| 51-52 | A Stick of Standing           |
| 53-54 | Troll Flower Seed             |
| 55-56 | Dragon Lily Seed (1-4)        |
| 57-58 | Chain Daisy seed (1-4)        |
| 59-61 | Goldbug                       |
| 62-63 | Amulet of Caterpillar Control |
| 64-65 | Bracers of Cleanliness        |
| 66-67 | Dust of Fertilization         |
| 68-69 | Manual of Garden Flowers      |
| 70-71 | Dust of Small Bird Repulsion  |

#### Orlow's Travel Kit

|       |                     |
|-------|---------------------|
| 72-73 | Coal of Warmth      |
| 74-75 | Socks of Dryness    |
| 76-77 | Canteen of Coolness |

#### Misc. and Unknown Origins

|       |                            |
|-------|----------------------------|
| 78    | Hammer of Nailing          |
| 79-82 | Lodestone*                 |
| 83    | Returning Penny            |
| 84-86 | Ring of Marking            |
| 87-88 | Ring of Jasmine Odor       |
| 89-90 | Cloak Clasp of Holding     |
| 91-92 | Sphere of Darkness         |
| 93-94 | Faithful Knot              |
| 95-97 | Glow Cube                  |
| 98    | Helm of Blonding           |
| 99    | Robe of Drying             |
| 100   | Two additional rolls above |

\*Items marked are not magical

## Explanation of Items

### Orlow's Den

**Match of Many Lights** was created to save Orlow from having to search for a match to light his pipe. It has a maximum of 100 lights, but may be partially used.

**The Brush of Colors** was designed by Orlow to save him the bother of cleaning or changing brushes. It will magically produce enough paint of any color named to paint a 2' x 2' surface daily.

**The Lasting Pipe** may be found with the Match of Many Lights and will give up to 24 hours continual use from one filling. (Saves a fortune on Pipeweeds.)

**The Torch of Control** was designed to save Orlow the trouble of putting out the torches at night. Though lighting and burning like a normal torch, the Torch of Control will extinguish itself upon command.

**Boots of Comfortableness** will fit any feet on any humanoid creature of any size. They feel like house slippers (which they were) but are as durable as hard leather.

**Quill of Longwriting** is a writing instrument that Orlow developed to eliminate the bother and mess of inkwells. Treat as an everlasting ballpoint pen.

**Enlarging Glass** is a simple (if you already know about them) magnifying glass that is approximately 2" in diameter and 5 power. There is a possibility of two being formed into a set of crossbow sights.

**The Obedient Hourglass** (yes, dear, I'll be through in an hour) was developed by Orlow to flow at any rate he desired. It will complete its cycle in as little as 10 seconds or take up to 10 days to drain. If unordered, it will act as a normal hourglass.

The presence of Frantasy's familiar (a large white cat) caused the creation of the **Potion of Housecat Control**. It will allow the user to control one housecat for six plus his level's turn. Unfortunately, it did not work on familiars, which was said to have been one reason for suspecting less than dire cause for Orlow's disappearance.

**The Scroll of Erasing** was developed as a note pad for Orlow. Passing one's palm over anything written on this scroll will erase the scroll complete. (It was also rumored that the Wizard was enamored of a local lass and would compose passionate poems to her on this pad. Should Frantasy approach, he was then able to erase the incriminating verse.

### Frantasy's Kitchen

After a few weeks of subtle reminders from Frantasy, the Wizard is said to have developed many utensils for her kitchen. (There is also a rumor that most of her efforts were inedible by even orcs, but as there are no records of survivors of her meals, this is speculation.)

To aid in baking, the **Spoon of Stirring** was developed. This spoon will stir upon command any substance up to the consistency of bread dough until ordered to stop.

Perhaps to avoid tasting the food, Orlow also created the **Spoon of Eating**, which enabled him to eat an entire days rations in one bite without indigestion. Being unable to bear his wife's tears, the Magician developed **Sweet Onion (seed)** which grows an onion that tastes normal, but smells like a rose. To rid the kitchen of other odors (i.e., burnt food) the **Bottle of Pleasant Odors** was developed. This will cause any room up to 30' x 30' to smell of rose, lemon, or pine.

The **Rag of Drying** will absorb and teleport into the ocean one gallon of any non-caustic liquid per day.

**The Mug of Warming** was originally designed for Orlow's favorite drink, mulled wine. It will keep up to one pint of any liquid warm indefinitely. Cold liquids poured into it are heated in 2-7 turns.

**The Mug of Dribbling** may have been created by Frantasy in protest to Orlow's fondness for wine. It is similar to the dribble glass found in joke shops.

**The Mystical Brown Coating Box** is often used with the Eternal Peanut. Up to 12 grape-sized objects placed in this box per day will be given a sweet and delicious brown coating. Also often used with raisins. The coating will melt in the hand if the coated objects are held for too long, leaving a sticky mess.

The **Jug of Dyeing**, Red or Blue, will dye any object placed in it the

appropriate color permanently. (One player put his hand in the Blue one and quickly acquired a new nickname.)

For obvious convenience, the **Broom of Sweeping** was developed. It can sweep an area 10' x 10' clean of loose dust and small items per turn. These are left in a neat pile.

**The Eternal Salt Shaker** will provide a small amount of salt for the user each time it is shaken. (It cannot be poured.) The amount is small, perhaps .25 grams per shake, but neverending if the player's arm holds up.

**The Eternal Peanut** will bring a smile to your character's face. This peanut can be opened repeatedly and will provide up to three ounces of peanuts in an hour. This will be enough to supply rations for one man for half a day of travel or one evening of munchies for two.

**The Ever-Damp Sponge** is a 2" x 2" sponge that is dampened for one week with a single drop of water. This is only damp and will supply very little water if squeezed.

To make cleaning the family silver easier, Orlow magicked up for Frantasy a **Cloth of Polishing**. This one-foot-square cloth, when rubbed lightly over any metal surface, will remove all grime and tarnishes and return the surface to a like-new luster.

**The Ever-Clean Towel** was developed when Frantasy's nephew visited and left a small mountain of dirty towels and stained carpets. This one-foot-square cloth cannot be stained or dirtied in any way. It can be torn or burnt.

**The Needle of Sewing** will allow its user to effortlessly sew through up to one half-inch of leather. It cannot penetrate the skin of any living creature, so the user can never prick himself with it.

### The Garden

The **Sticks of Standing** were developed to hold up Orlow's tomato plants. These are 1/8-inch-thick, two-foot-long pieces of wood. When placed on any horizontal surface they will remain standing unless moved by a living creature.

Tired of having to replant his flowers every time a dragon traipsed through his garden, Orlow developed the **Trollflower** (seed). This is what would be described as a very hardy perennial. This flower grows slowly at the rate of 2" per month, but will regenerate as a Troll within 24 hours (unless burnt, or course).

The **Dragon Lily** (seed 1-4) may have been developed to contain the Trollflowers. When the bright orange blossom of the Dragon Lily is disturbed, it will spout a small burst of fire (can do one point of damage). Attempting to smell the blossom will normally result in a singed beard and eyebrows.

A **Chain Daisy** (seeds 1-4) looks and smells like a normal daisy. The plant, which stand about 1' high, has a stem and leaves that are tougher than cured leather. It is also highly resistant to fire and acids.

The **Goldbug** was developed by Orlow for unknown, but probably unsavory, purposes. One story says it was developed because, to Orlow, the plants were important and gold was plentiful. Another tale tells of a greedy brother-in-law who used to show up for prolonged visits until one day he discovered his gold had disappeared. The goldbug eats gold. It takes one gold piece per day to feed an active goldbug. (When not in the presence of gold, the bug will hibernate.) After consuming 20 gold pieces, the goldbug will lay 1 to 4 eggs that will hatch in one more day to begin consuming with their parent. Goldbugs are illegal to possess in most kingdoms. A.C. 2 and 1 HTK.

The **Amulet of Caterpillar Control** allows the wearer to control the actions of 4 to 24 garden-variety caterpillars.

After extended nagging by Frantasy about getting his hands dirty, it is said that Orlow developed the **Bracers of Cleanliness**. This would allow him to work in his garden and still have the clean fingernails his spouse felt were appropriate for his station (or at least hers). These bracers, when placed around a wrist, will cause all dirt and foreign matter to turn to dust and fall off. (This includes any gloves that may be worn, but not items such as jewelry or rings.)

**Dust of Fertilization**, when sprinkled on any plant, will cause it to gain a year's growth (or their full growth for shorter-lived plants) in one week. Does not work on Ents or Enchanted Plants.

Anyone reading the **Manual of Garden Flowers** will immediately

be able to identify all garden flowers and plants from a seed, leaf or blossom.

Probably a pest-control device, the **Dust of Small Bird Repulsion**, when sprinkled on up to a 20' x 20' area, will prevent any bird smaller than an eagle from landing there for one year.

#### Travel Kit

The **Coal of Warmth** is approximately 2" square and 1" thick. It stays at a constant temperature of 96 degrees Fahrenheit regardless of its surroundings. It was thought to have been used as a hand-warmer during winter trips.

The **Socks of Dryness** are a pair of foot wrappings that repel water like rubber, but which allow air to pass through.

The **Canteen of Coolness** holds one quart of liquid and will keep it at 40 degrees Fahrenheit regardless of its surroundings. It is said to work especially well with certain red wines.

#### Misc. and Unknown Origins

The **Hammer of Nailing** looks like a Dwarven Hammer, but is really a carpentry tool. Use of this hammer allows the construction of wooden items in 50% of the normal time. It will always drive a nail into any wood in one blow.

A **Lodestone** is a piece of magnetic rock with enough attraction to stick to iron. This is an unrefined lump and would need a skilled Mage working with a very skilled artisan to turn it into a compass. Most pieces will be 1" in diameter.

The **Returning Penny** may be the source of a well known cliché. When cast away from the bearer, this penny-sized copper piece will return to the player's hand from as far as 30' away. It will avoid all obstacles on its return flight.

The **Ring of Marking** will leave a permanent green ring on the finger of anyone who puts it on. This mark is similar to that left by brass and can be only removed with a Remove Curse or a Wish. The ring can be removed at any time, leaving the mark behind.

The **Ring of Jasmine Odor** will change the body odor of the wearer to a pleasant jasmine scent.

**Cloak Clasp of Holding** is a small silver clasp that will hold or release upon the command of the owner. It can hold only against 50 pounds of pressure and opens to clip to any object 1/2-inch thick or less.

The **Sphere of Darkness** was developed, it is rumored, to block the keyholes of the doors to Orlow's study and so prevent anyone from noticing he was napping and not doing exotic magic as he claimed. These are spheres one inch in diameter that consist of an area in which light cannot exist (thus appearing a dark black). They will obey any command given by their owner, but will never travel more than 20 feet from him for any reason. When not specifically ordered, a sphere will float directly over the head of the player (probably attracting unwanted attention or even derision). They cannot be harmed and will obey their owner(s) until his death. Upon the death of its owner, a sphere will obey the next sentient being that touches it.

The **Faithful Knot** is actually a foot-long cord that, once tied in a knot, cannot be untied by anyone else. This cord can be cut by a sword stroke or similar action.

The **Glow Cube** is a one-inch-square cube of wood that glows a pale green. It gives off too little light to see by, but is visible from as far as 90' away in a dark room. These were originally used to mark the edges of the paths in the Orlow gardens.

Proof that some things have not changed is the **Helm of Blonding**. When this helmet is placed on the player's head it will turn his or her hair blonde for a week. This has no effect, other than the fact that some acquaintances may not recognize the player immediately (which can be a bother if he is your banker or creditor). It is probably safe to surmise that the Helm was created at Frantasy's request, as Orlow the Indolent was said to be bald.

The **Robe of Drying** will remove all the moisture from the skin of a human-sized player. This robe was created by Orlow to dry himself quickly on cold winter mornings. It operates similarly to the Rag of Drying, but works once a day on less than a pint of water.

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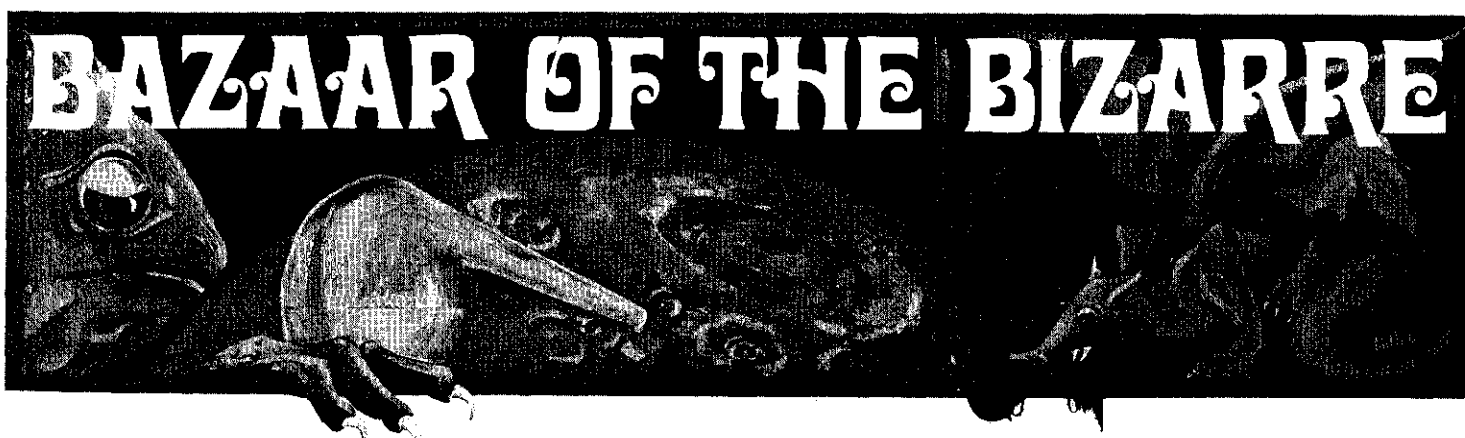
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## Magical Oils: Try Lotions Instead of Potions

Larry Walters

- 1 A **ABSINTHE:** When applied to another person, that person will take twice the damage given to others.
- 2 A **AFRICAN JU JU:** Raises charisma by 2 and gives a plus 2 to all saving throws.
- 3 FU **ALLSPICE:** Plus 1 to strength.
- 4 A **ALLSPICE:** Adds plus 4 to all saving throws vs. magic.
- 5 A **ANGER:** Calms berserk warriors.
- 6 W **ARIES, ANISE:** Increases range (double) and effect (enables user to see infrared and ultraviolet spectrums) of clairvoyance spells.
- 7 A **APHRODISIA:** Raises charisma to 18 for sexual purposes.
- 8 W **ARABIAN NIGHTS:** Plus 5 to charisma.
- 9 A **ATTRACTION:** Plus 3 to charisma.
- 10 A **BAT'S BLOOD:** Does 2-8 points damage when sprinkled on characters of good alignment
- 11 A **BEND OVER:** Plus 5 to saving throw vs. magic.
- 12 A **BERGAMOT:** Plus 6 to saving throw vs. magic.
- 13 W **BLACK ARTS:** When applied to the forehead and sprinkled in an X over where the victim will step, the victim must make a saving throw vs. magic or instant death will result. Evil characters only.
- 15 W **BOTTOM #20:** When applied to the doorknob of the victim's house, the victim must make a saving throw vs magic at -3 or take 3-18 pts. damage.
- 16 A **BRUNO'S CURSE:** Protection from evil.
- 17 A **BUDDHA:** Increases chance to reach the gods by 5, 10 or 15%, depending on potency.
- 18 F **BULLS:** Increases strength to 18 for 1 turn, then subtracts 2 from original strength for 6 turns.
- 19 C **CARNATION:** Cures disease.
- 20 A **CHOCOLATE:** Makes all wandering monsters friendly for 1 day if saving throw fails; otherwise, they will go into frenzy.
- 21 A **CINTRONELLA:** Plus 3 to charisma.
- 22 A **CIVIT:** Protection from good.
- 23 F **CLEO MAY, CLEOPATRA, COME TO ME:** Increase sexual charisma by 4.
- 24 C **COMMANDING:** As a command spell when this oil is touched to another.
- 25 WC **CONCENTRATION:** Causes silence in a 3" radius.
- 26 W **CONFUSION:** Causes confusion, as the spell, when thrown or applied to another. Saving throw applicable.
- 27 FC **CONQUERING GLORY:** Adds 1 to hit probability when applied to a weapon for 1 turn.
- 28 A **CONTROLLING:** Charm, as Charm Person spell, when applied to another. Can also charm monster adding 1 to saving throw for each h.d. above 1.

- 29 A **CRAB APPLE:** When applied to another that person will be well disposed towards you (in the way of giving info, drinks, etc.).
- 30 WC **CROSSING:** When sprinkled in the victim's path, the victim will sustain 3-18 pts. of damage and his/her strength and constitution will be lowered to 3 for the day if saving throw fails. Evil characters only.
- 31 A **CUMIN SEED:** When sprinkled in the doorway of one's dwelling, this dwelling will be protected from evil.
- 32 A **CYPRESS SEED:** Increases probability of a friendly reaction from chaotic gods.
- 33 WC **DAMNATION:** When sprinkled on another, victim must make a saving throw vs poison or die.

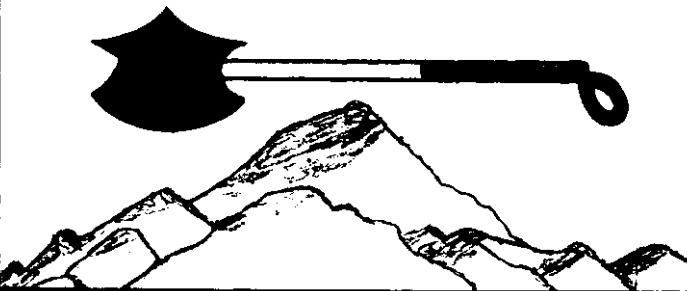
(Turn to page 52)

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## Getting Into the Flow of Magic Fountains

Tim Lasko

A small band of adventurers, tired, thirsty, and hungry from their previous adventures, comes to still another unfamiliar door. The thief quickly informs them: "I hear the splashing of water." After a few moments of quiet discussion, the party decides to enter. The only thing they see is a gently gurgling fountain.

Having run out of water a long time ago, they cast spells to determine the quality of the water: it appears to be safe. Finally, after more conversation, the thief walks up and takes a sip, rises, grimaces, and falls over dead! The party picks up its fallen comrade and leaves quickly.

The above scene should evoke memories and smiles from some of the more masochistic DMs in the world; yet, not every fountain need be poisonous. In my campaign, fountains which are magical in nature can cause discussion between players for hours (real time) or great feats of bravado (the gods protect the bold!) when encountered. However, it becomes tiresome to compose new fountains from scratch, so I created these tables, from which one can develop a number of fountains with ease.

Magic fountains do not emit magical auras nor will they detect as magical, poisonous, evil, etc. (except *perhaps* by limited wishes) It does not matter how small a sip is taken; the full rolled effect will affect the drinker. After the rolled number of drinks are taken, the remaining water will become ordinary, as will any amount later removed from the fountain, even if there is an effect left. Reason: The magic is in the fountain, not in the water.

To use the tables below, roll as indicated from Tables I to V, rolling on subtables as necessary. Table I limits the amount of magic in a given fountain by limiting the number of drinks which have effect. Tables II and III measure the potency and alignment of the magic. When rolling for the effects, roll for all benefits (if any) first, then for all detriments. The effects listed on the left side of a slash (/) are benefits, on the right are detriments. Unless otherwise stated, all rolls are made with percentile dice.

**TABLE I—Number of drinks per fountain:**

| roll   | 01-60 | 61-80 | 81-92 | 93-99 | 00 |
|--------|-------|-------|-------|-------|----|
| number | 1     | 2     | 3     | 4     | 5  |

**TABLE II—Number of effects per drink:**

| roll   | 01-60 | 61-85 | 86-99 | 00 |
|--------|-------|-------|-------|----|
| number | 1     | 2     | 3     | 4  |

**TABLE III—Number of beneficial/detrimental effects per drink:**

| roll  | Effects Per Drink |     |     |     |
|-------|-------------------|-----|-----|-----|
|       | 1                 | 2   | 3   | 4   |
| 01-10 | 1/0               | 2/0 | 3/0 | 4/0 |
| 11-30 | 1/0               | 2/0 | 2/1 | 3/1 |
| 31-60 | 1/0               | 1/1 | 2/1 | 2/2 |
| 61-90 | 0/1               | 0/2 | 1/2 | 1/3 |
| 91-00 | 0/1               | 0/2 | 0/3 | 0/4 |

**TABLE IV—Effects summary table:**

| roll  | type                       |
|-------|----------------------------|
| 01-30 | general (table IVa)        |
| 31-55 | characteristic (table IVb) |
| 56-75 | magical (table IVc)        |
| 76-85 | monetary (table IVd)       |
| 86-95 | special (table IVe)        |
| 96-00 | experience (table IVf)     |

**TABLE IVa—General effects subtable:**

| roll  | effect                                  |
|-------|-----------------------------------------|
| 01-04 | brave y/cowardice                       |
| 05-08 | clairaudience*                          |
| 09-12 | clairvoyance*                           |
| 13-16 | commune*                                |
| 17-19 | detection (table IVai)*                 |
| 20-23 | ESP*                                    |
| 24-26 | flight/encumbrance                      |
| 27-30 | halve/double damage taken               |
| 31-34 | haste/slow                              |
| 35-38 | healing/harming (table IVaii)           |
| 39-41 | resistance/poison (table IVaiii)        |
| 42-44 | infravision/blindness                   |
| 45-48 | invisibility/glow in dark               |
| 49-52 | invulnerability/death                   |
| 53-56 | knowledge/forgetfulness (table IVaiv)   |
| 57-60 | love/hatred                             |
| 61-64 | paralysis**                             |
| 65-68 | polymorph (table IVav)**                |
| 69-72 | quest (table IVavi) **                  |
| 73-76 | sleep**                                 |
| 77-80 | speaking (table IVavii)*                |
| 81-84 | stone**                                 |
| 85-88 | stun (table IVaii)**                    |
| 89-92 | teleportation***                        |
| 93-95 | true sight/blindness                    |
| 96-98 | immunity/disease (table IVaviii)        |
| 99-00 | two effects (roll twice ignoring 99-00) |

\*If detriment, power gives information.

\*\*If benefit, power gives protection from rolled occurrence.

\*\*\*If benefit, power will teleport drinker home (with full shares). If detriment, power will act as a random teleporter.

**TABLE IVai—Detection sub-subtable:**

| <u>roll</u> | <u>detects</u> | <u>roll</u> | <u>detects</u> |
|-------------|----------------|-------------|----------------|
| 01-20       | magic          | 66-75       | invisible      |
| 21-35       | traps          | 76-85       | disease        |
| 36-50       | evil           | 86-95       | poison         |
| 51-65       | good           | 96-00       | phase          |

**TABLE IVaii—Healing/harming-stunning sub-subtable:**

| <u>roll</u> | <u>01-50</u> | <u>51-75</u> | <u>76-90</u> | <u>91-99</u> | <u>00</u> |
|-------------|--------------|--------------|--------------|--------------|-----------|
| dice        | 1            | 2            | 3            | 4            | 5         |

**TABLE IVaiii—Poison saving throw adjustment sub-subtable (+/-):**

| <u>roll</u> | <u>01-40</u> | <u>41-70</u> | <u>71-90</u> | <u>91-99</u> | <u>00</u> |
|-------------|--------------|--------------|--------------|--------------|-----------|
| adjust.     | 1            | 2            | 3            | 4            | 5         |

If detriment, drink is poisonous. Adjustment indicates strength of poison.

**TABLE IVaiv—Knowledge sub-subtable:**

| <u>roll</u>    | <u>knowledge</u>                                   |
|----------------|----------------------------------------------------|
| 01-30          | find/lose way out of dungeon                       |
| 31-55          | gain/lose one weapon proficiency                   |
| 56-75          | know next effect of fountain/lose one spell level* |
| 76-90          | gain/lose expertise in one weapon (+/-1)           |
| 91-00          | gain knowledge of nearest treasure/amnesia         |
| *if applicable |                                                    |

**TABLE IVav—Polymorph sub-subtable: (detriment only)**

| <u>roll</u> | <u>polymorph into</u>                             |
|-------------|---------------------------------------------------|
| 01-30       | animal                                            |
| 31-50       | 1st level monster                                 |
| 51-65       | 2nd level monster                                 |
| 66-80       | 3rd level monster                                 |
| 81-87       | 4th level monster                                 |
| 88-93       | look-alike of party member                        |
| 94-00       | partially polymorphed (roll again ignoring 94-00) |

**TABLE IVavi—Guest sub-subtable:**

| <u>roll</u> | <u>drinker seeks</u>                                                                    |
|-------------|-----------------------------------------------------------------------------------------|
| 01-36       | largest monster on level, in order to kill him                                          |
| 31-55       | a DM chosen magic item on level                                                         |
| 56-75       | a DM chosen non-player character                                                        |
| 76-90       | a non-player character stronger than the drinker, in order to get into a fight with him |
| 91-00       | random (something foolish)                                                              |

**TABLE IVavii—Speaking sub-subtable:**

| <u>roll</u>              | <u>speak</u>  | <u>roll</u> | <u>speak</u>        |
|--------------------------|---------------|-------------|---------------------|
| 01-20                    | with plants   | 70-80       | with dead           |
| 21-45                    | with animals  | 81-90       | dragon*             |
| 46-69                    | with monster* | 91-00       | alignment language* |
| *random or chosen by DM. |               |             |                     |

**TABLE IVaviii—Disease sub-subtable: (detriment only)**

| <u>roll</u> | <u>disease</u> | <u>roll</u> | <u>disease</u> |
|-------------|----------------|-------------|----------------|
| 01-30       | grippe         | 86-92       | typhoid fever  |
| 31-55       | dysentery      | 93-96       | smallpox       |
| 56-70       | cholera        | 97-99       | spotted fever  |
| 71-77       | yellow fever   | 00          | tuberculosis   |
| 78-85       | typhus         |             |                |

**TABLE IVb—Characteristic effects subtable: (also roll on Table IVbi)**

| <u>roll</u> | <u>affects</u> | <u>roll</u> | <u>affects</u>            |
|-------------|----------------|-------------|---------------------------|
| 01-06       | strength       | 49-54       | beauty                    |
| 07-12       | intelligence   | 55-60       | gender*                   |
| 13-18       | wisdom         | 61-66       | handedness*               |
| 19-24       | constitution   | 67-73       | prime requisite           |
| 25-30       | dexterity      | 74-80       | highest                   |
| 31-36       | charisma       | 81-87       | lowest                    |
| 37-42       | size           | 88-98       | affects closest to median |
| 43-48       | speed          | 99-00       | affects two (roll twice)  |

\*If benefit, no effect.

**TABLE IVbi—Number of points changed (+/-) sub-subtable:**

| <u>roll</u> | Range of Points     |                     |              |
|-------------|---------------------|---------------------|--------------|
|             | <u>1-10 or 1-12</u> | <u>3-18 or 1-20</u> | <u>1-100</u> |
| 01-50       | 1                   | 1                   | 1            |
| 51-60       | 1                   | 2                   | 2            |
| 61-70       | 2                   | 2                   | 3            |
| 71-80       | 2                   | 2                   | 4            |
| 81-90       | 2                   | 2                   | 5            |
| 91-95       | 2                   | 3                   | 7            |
| 96-99       | 3                   | 3                   | 9            |
| 00          | 3                   | 4                   | 10           |

**TABLE IVc—Magical effects subtable:**

| <u>roll</u> | <u>effect</u>                            |
|-------------|------------------------------------------|
| 01-15       | 1st level spell*                         |
| 16-30       | 2nd level spell*                         |
| 31-40       | 3rd level spell*                         |
| 41-47       | 4th level spell*                         |
| 48-53       | 5th level spell*                         |
| 54-60       | 6th level spell*                         |
| 61-70       | enchant next weapon touched (table IVci) |
| 71-77       | 1 extra spell level**                    |
| 78-83       | 2 extra spell levels**                   |
| 84-88       | 3 extra spell levels**                   |
| 89-92       | 4 extra spell levels**                   |
| 93-99       | enchant next object touched (table IVci) |
| 00          | two effects (roll twice ignoring 00)     |

\*Roll a random spell until an applicable benefit/detriment appears.

\*\*If drinker cannot use spells, no effect.

**TABLE IVci—Magical enchantation sub-subtable:**

| <u>roll</u> | <u>01-70</u> | <u>71-95</u> | <u>96-99</u> | <u>00</u> |
|-------------|--------------|--------------|--------------|-----------|
| + / -       | 1            | 2            | 3            | 4         |

**TABLE IVd—Monetary effects subtable: (also roll on Table IVdi)**

| <u>roll</u> | <u>effect</u> | <u>roll</u> | <u>effect</u>          |
|-------------|---------------|-------------|------------------------|
| 01-30       | gold          | 81-90       | platinum               |
| 31-65       | gems          | 91-99       | double/halve treasure* |
| 66-80       | jewelry       | 00          | roll on IVf*           |

\*do not roll on Table IVdi

**TABLE IVdi—Monetary gain/loss sub-subtable:**

| <u>roll</u> | <u>gold</u> | <u>gems</u> | <u>jewelry</u> | <u>platinum</u> |
|-------------|-------------|-------------|----------------|-----------------|
| 01-50       | 50          | 1           | 1              | 10              |
| 51-65       | 100         | 2           | 1              | 10              |
| 66-75       | 175         | 2           | 2              | 25              |
| 76-85       | 250         | 3           | 2              | 25              |
| 86-95       | 400         | 3           | 2              | 50              |
| 96-99       | 500         | 3           | 3              | 50              |
| 00          | 1000        | 4           | 3              | 100             |

**TABLE IVe—Special effects subtable:**

| roll  | effect                                     |
|-------|--------------------------------------------|
| 01-25 | resistance/susceptibility (Table IVei)     |
| 26-45 | +/-1 on saving throw (Table IVeii)         |
| 46-50 | +/-2 on saving throw (Table IVeii)         |
| 51    | +/-3 on saving throw (Table IVeii)         |
| 52-62 | friendship/hatred (Table IVeiii)           |
| 63-70 | mental block (Table IVevi)                 |
| 71-75 | switch two characteristics*                |
| 76-84 | indifference/greed (Table IVev)            |
| 85-91 | determine/inability to determine direction |
| 92-94 | blessing/curse from the gods (or DM)       |
| 95-97 | flesh tastes bad/good to monsters          |
| 98-00 | sexually aggressive/timid                  |

\*roll twice on Table IVb ignoring 88-00. If benefit, and rolls become detrimental, no effect

**TABLE IVei—Resistance/susceptibility sub-subtable: (also roll on Table IVaiii)**

| roll  | occurrence      | roll  | occurrence      |
|-------|-----------------|-------|-----------------|
| 01-20 | lesser undead*  | 62-69 | clerical spells |
| 21-35 | greater undead* | 70-76 | electricity     |
| 36-45 | poison          | 77-84 | crushing blows  |
| 46-52 | disintegration  | 85-93 | acid            |
| 53-61 | druidic spells  | 94-00 | possession      |

\*If benefit, drinker is resistant to energy drains and paralyzation. If detriment, drinker takes double drain and has no save vs. paralyzation by undead. Drinker will not be initially aware of such detriment until attacked by an undead.

**TABLE IVeii—Saving throw determination sub-subtable:**

| roll  | save vs.     | roll  | save vs.          |
|-------|--------------|-------|-------------------|
| 01-10 | cold         | 61-70 | staves            |
| 11-20 | fire         | 71-75 | dragon breath     |
| 21-35 | death        | 76-82 | stoning           |
| 36-47 | magic spells | 83-99 | lightning         |
| 48-60 | wands        | 00    | all saving throws |

**TABLE IVeiii—Friendship/hatred sub-subtable:**

| roll  | likes/hates | roll  | likes/hates     |
|-------|-------------|-------|-----------------|
| 01-10 | elves       | 60-66 | all other races |
| 11-20 | dwarves     | 67-71 | undead          |
| 21-27 | humans      | 72-77 | devils          |
| 28-36 | dragons     | 78-83 | efreeti         |
| 37-42 | demons      | 84-90 | treants         |
| 43-48 | magic-users | 91-95 | unicorns        |
| 49-54 | clerics     | 96-99 | gods            |
| 55-59 | halflings   | 00    | anything        |

**TABLE IVeiv—Mental block sub-subtable and explanation:**

| roll  | block                                            |
|-------|--------------------------------------------------|
| 01-15 | umber hulks/pits                                 |
| 16-28 | beholders/traps                                  |
| 29-39 | nymphs/clerics                                   |
| 40-50 | liches/druids                                    |
| 51-60 | space distortion/random monster class            |
| 61-69 | medusae, basilisks, etc./friends                 |
| 70-78 | phantasmals and illusions/armor                  |
| 79-86 | symbols/hometown                                 |
| 87-95 | psionic attackers/dungeon exit                   |
| 96-00 | any two above/one above plus one on Table IVeiii |

Explanation: Mental blocks are placed in the mind in such a way that the drinker will not realize that the said thing is there. That is, phantasmals will not harm, and neither will gazes. However, monsters mentally blocked away can still attack (exception: psionic attackers) and traps will still be sprung, in fact all the time because the drinker does not realize they are there.

**TABLE IVev—Indifference/greed sub-subtable:**

| roll  | indifferent/greedy towards                                                              |
|-------|-----------------------------------------------------------------------------------------|
| 01-40 | money                                                                                   |
| 41-55 | magical items                                                                           |
| 56-67 | gems                                                                                    |
| 68-75 | weaponry (even if he can't use it!)                                                     |
| 76-82 | junk and broken artifacts                                                               |
| 83-95 | armor or protection                                                                     |
| 96-00 | random or chosen by DM (for example, feathers, pine cones, bags, blades of grass, etc.) |

Note: Indifference does not mean that the drinker will no longer use them, merely that he doesn't care about their upkeep or quantity.

**TABLE IVf—Experience effects subtable:**

| roll  | effect                           |
|-------|----------------------------------|
| 01-50 | d6 times 100 experience points*  |
| 51-70 | d12 times 100 experience points* |
| 71-79 | d20 times 200 experience points  |
| 80-87 | 3d10 times 500 experience points |
| 88-91 | d10 times 1000 experience points |
| 92-95 | +5% experience bonus             |
| 96-98 | +10% experience bonus**          |
| 99    | +1 level***                      |
| 00    | roll again and double effect     |

\*do not roll on Table V—effect is permanent.

\*\*this effect cannot be permanent (Ignore 96-00 on Table V)

\*\*\*If beneficial, it may not be permanent, but if the drinker actually earns that level within the duration he does not lose it again. If detrimental, it can be permanent and a +20% is added to the Table V roll (treat 101+ as 100).

**TABLE V—Duration of effects:**

| roll  | Previous subtable rolled on |     |     |     |     |     |
|-------|-----------------------------|-----|-----|-----|-----|-----|
|       | IVa                         | IVb | IVc | IVd | IVe | IVf |
| 01-40 | 1W                          | 1W  | 1W  | n/a | 1W  | 1W  |
| 41-55 | 1W                          | 1M  | 1W  |     | 2W  | 1W  |
| 56-65 | 1M                          | 1M  | 2W  |     | 1M  | 1w  |
| 66-75 | 2M                          | 1Y  | 1M  |     | 2M  | 1M  |
| 76-85 | P                           | P   | 1M  |     | 4M  | 3M  |
| 86-95 | P                           | P   | P   |     | P   | P   |
| 96-00 | P                           | P   | P   |     | P   | P   |

W = week

M = month

Y = year

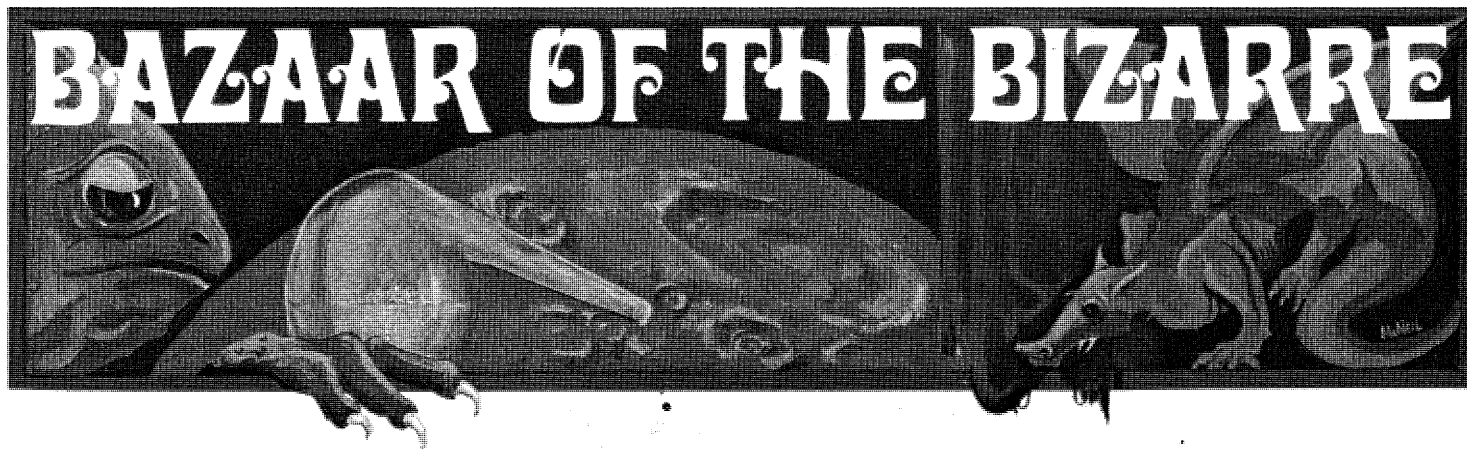
P = permanently

n/a = not applicable

Some may complain that Tables IVd and IVf are too generous; however, I consider them to be adequate for a player who defies chance and calls on the gods to protect him. However, I do add a duration table at the end which can be adjusted to suit different campaigns.

If your players decide they won't risk the fountains, merely reward the few that do and there will soon be a line outside the fountain's door. Or, perhaps even crueler, require that the fountain must be drunk from before any other door will open, or get the party lost and quietly inform them that the characters are dying of thirst. It also helps to put a few normal fountains in the dungeon as well.

Variations: Have the fountains alignment-oriented such that only certain alignments will gain benefits and others detriments (have the alignment change from time to time also). Have various high-level monsters guarding them (e.g. water weirds, water elementals) so that the party will conclude that the fountain is very beneficial. Have one large fountain that only allows one magical drink per mission, but will do so indefinitely. These tables can also apply to pillars, arches, and other artifacts, thus making the character an unwilling victim when he comes into proximity with or touches such an object.



## Yefar's Magic Mirrors

Gerald Strathmann

Yefar, a mage of some renown a few ages past, had a small problem with burglars and thieves. He didn't mind them that much, since his treasure was well-guarded, but since he was of the chaotic persuasion he liked to point out the error of the thieves' ways by creating petty (?) inconveniences at the most inopportune times. In order for Yefar to partake in this pleasure, he had to know the identity of the footpads, so he created an innocent-looking mirror that recorded anything that passed before it.

It is said that he died before creating the perfect Mirror of Memory, and that he discarded many of the imperfect ones. But a legend tells that the last mirror he made caused his death, for the mirror needed a very great mnemonic capability, and Yefar, being quite senile in his old age, contributed his own memory.

To determine the type of mirror found, use the following table (All mirrors appear identical):

|       |                              |
|-------|------------------------------|
| 01-40 | Type I, Mirror of Speed      |
| 41-75 | Type II, Mirror of Confusion |
| 76-90 | Type III, Mirror of Memory   |
| 91-99 | Type IV, Mirror of Allseeing |
| 00    | Yefar's Great Mirror         |

**Type I:** This Mirror has a 60° field of vision, and plays back all that passes before it at ten times normal speed. The picture is blurred and hard to interpret. EP Value: 300. GP Value: 800.

**Type II:** This Mirror has a 60° field of vision, and plays back all that passes before it at two times normal speed, but plays it backwards, starting from the most recent event and going back in time. EP Value: 450. GP Value: 1900.

**Type III:** This Mirror has a 60° field of vision, and plays back all that

## Rod of Singing

Robert Plamondon

The Rod of Singing is a magical item usable by both Clerics and Magic-Users, although neither class will appreciate its charms.

When discovered, the Rod behaves like some useful rod (pick one from *Greyhawk*, or *DMG*), but between five and 30 minutes after picking up this device, the magician or Cleric will begin to wave it as if conducting an imaginary band, and will sing loudly and off-key. This noise has a one-third chance per turn of attracting wandering monsters and, if the monsters are intelligent, -1 the singer's reaction dice (due to the poor music quality).

The rod prevents the casting of spells by interfering with speaking and gesturing. It adheres magically to the hand and can be removed only by a *Remove Curse* or *Wish* spell. The person under the rod's control will continue singing as long as he is conscious, and will resist attempts to knock him out.

passes before it at two times normal speed. EP Value: 800. GP Value: 3200.

**Type IV:** This mirror has the powers of a Type III Mirror with a 120° field of vision. EP Value: 900. GP Value: 3800.

**Yefar's Great Mirror:** This Mirror has all the powers of a Type IV Mirror, but also records in total darkness and can record invisible objects. EP Value: 1700. GP Value: 4600.

To replay what has been recorded, the mirror must be physically held in both hands. It erases anything it replays, and begins to record again when released, erasing anything that was not replayed. A *Forget* spell will cancel the last 24 hours of memory, making the field blank. All Mirrors except the Great Mirror need some light to function properly, and will replay with the same illumination in which the subject was recorded.

The Mirror does not record when something took place, merely what took place, and will replay in the order things were recorded. So, unless the user knows when the mirror was put down, he will not know when the images took place. *Haste* and *Slow* spells will allow the user to speed up or slow down what is shown, but all images will be shown in the order they were recorded.

## The Discus Shield

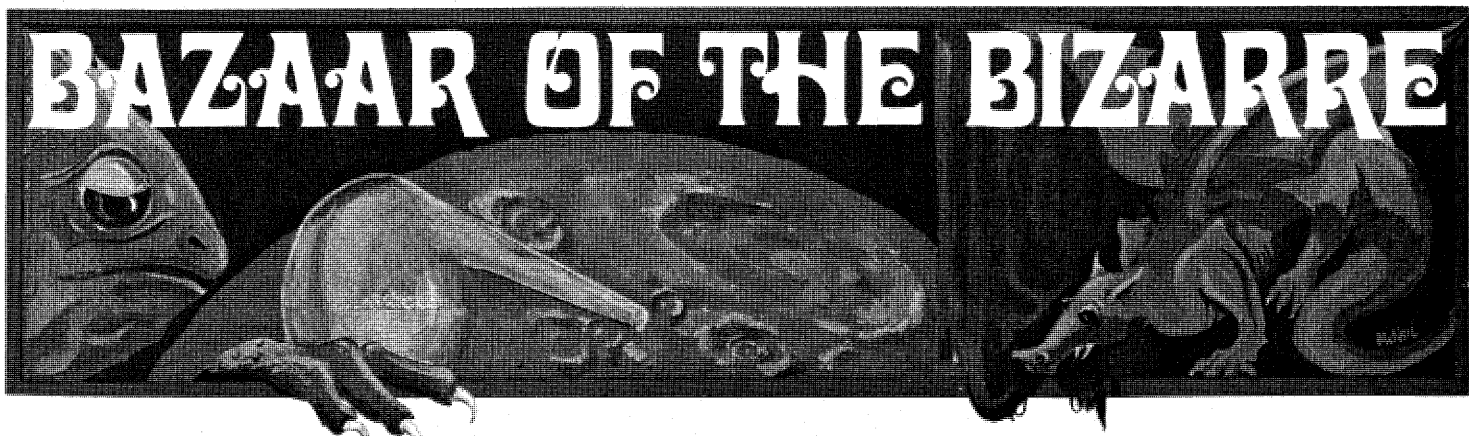
Roger E. Moore

This device functions normally as a +3 medium-sized shield, circular in shape with the edges rounded inward (like a "flying saucer" or a modern Frisbee). The user may cast this shield like a discus at an opponent. It will fly out, strike a glancing blow on its target, and return. A minimum strength of 16 and a minimum dexterity of 12 are required to throw the shield properly. The shield is cast with one hand. Note that the caster need not make a roll "to hit" in order to catch the shield when it comes back at the end of the melee round. The shield has a maximum range of 270 feet (9").

The damage done when the Discus Shield strikes an opponent varies inversely with the range of the target, as shown in the table below. Opponents may attempt to catch the shield, but must roll to strike AC -6 and have both hands free; otherwise the opponent will take the maximum possible damage. This attempt to catch the shield may only be made if the caster has made a successful "to hit" roll to begin with. The shield's flight path is unaffected by winds up to hurricane force. The caster is -2 "to hit" at medium range and -5 "to hit" at long range.

| Distance of target | Damage from shield strike |
|--------------------|---------------------------|
| 0'-90' (0"-3")     | 2-8 points                |
| 91'-180' (3"-6")   | 1-6 points                |
| 181'-270' (6"-9")  | 1-4 points                |

This device must be used at a penalty to hit unless the user has opted to take expertise with it as a possible weapon. Because the shield is blunt-edged, Clerics may use it as a weapon, as well as Fighters and Assassins. Experience Point Value: 1000; GP Sale Value: 10,000.



## Cloud Castles

Roger E. Moore

Few things in the realm of fantasy can inspire wonder like a castle nestled among the clouds, serene and peaceful (perhaps) and commanding a view of the country below such as few people will ever know. Such castles are usually inhabited by high-level Clerics or Magic-Users, Cloud or Storm Giants, Titans, Silver or Gold Dragons, and other highly powerful beings. They are very rare, and are created by a long and complicated process.

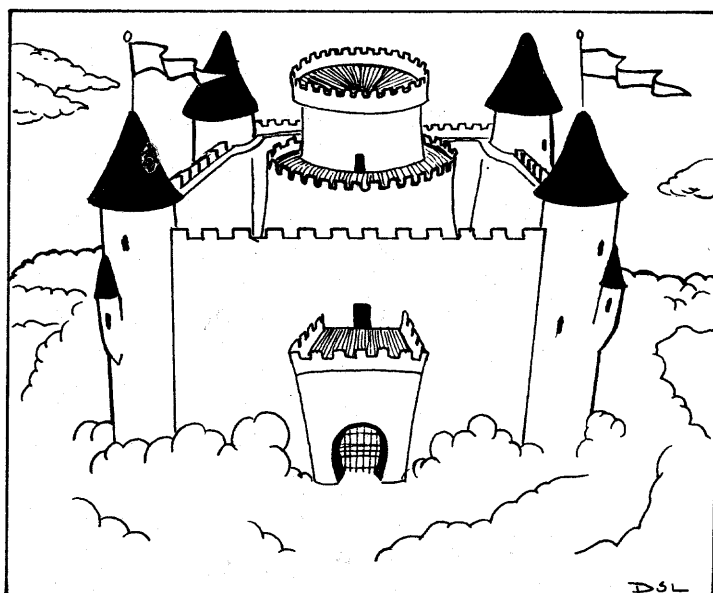
A high-level Magic-User is usually required to construct a cloud castle, and he or she should have a large backing of men and monsters to complete the task. First, a cloud must be found that meets the wizard's requirements for size, shape, and altitude; non-raining stratus or cumulus clouds are preferred. Altitudes higher than one mile should be avoided due to lack of breathable air. For the following steps, a flying carpet, broom or spell must be used to give the wizard the stable place to cast spells from.

Next, the wizard must *Summon* an air elemental (16 HD) and command it to shape the cloud into a form as the wizard desires. The elemental will not be hostile to the mage when informed of the purpose of the summoning, and will cooperate with the mage with no problem. Shaping the cloud will involve flattening a space for the castle, adding any decorations (of somewhat vague form) to the cloud as the mage sees fit, and preventing precipitation. Within one turn after the air elemental is dismissed the mage must cast a *Wish* and a *Control Weather* on the cloud mass to maintain its form and stability permanently. A second *Wish* may be used to anchor the cloud over a particular place so it doesn't drift off during construction.

Now the wizard must start throwing *Walls of Force* out to form the construction base of the castle; this could be a long and involved process, depending on the size castle the mage has in mind. Obviously, the higher the level of the mage, the bigger the *Walls of Force*, which are laid in a tile-like pattern upon the flattened area of the cloud. Immediately after each force wall is created, a *Permanency* spell must be thrown upon it so that it doesn't fade. When finished, another *Wish* is cast over the whole to ensure the surface is level, interlocking, and cannot be dispelled except by acts of the gods. This entire process may take days or weeks and the mage will usually be fully absorbed in the project.

When this is done, the mage casts a *Wish* and a *Reverse Gravity* and another *Permanency* spell upon the cloud mass, so that now it will support any weight placed upon it, even the weight of vast amounts of masonry and stone. This step may only be circumvented if the mage or the creature the castle is being built for (a Cloud or Storm Giant or a true Titan) is a worshipper of Carius, Titan of Density and Gravity. A great sacrifice made to Carius (DM's option) may induce him to work on the cloud castle base for one hour, after which it will support nearly any weight, without falling or tipping.

At this point, the lucky mage may start construction of the abode with whatever material he/she deems necessary. If large blocks of quarried stone are to be carried to the site, then a retinue of Cloud and Storm Giants is helpful (perhaps payment will be co-ownership of the



castle). Otherwise, variations of *Tenser's Floating Disc* at high level may suffice, or a *Teleport* or *Wish*. Once the castle is built, a final *Wish* is used to absolutely lock the castle to the cloud, and the deed is done. If allowed then to drift, it will do so in a random direction, at a speed never exceeding 1".

For a few final notes, remember that unless a water tower or garden is included, the inhabitants may well have to hunt frequently or starve, as the dragons and giants must do. High-level Clerics may provide food, but this isn't recommended over long periods of time. The walls of force will be transparent, so if a see-through floor is desired, allow for the cloud to be cleared away underneath in that area. Otherwise, cover the floor to prevent vertigo. *Glassteel* and similar spells may provide windows to enhance the view, and remember that if the castle drifts freely it will also rotate slowly.

Note, too, that if a cloud castle descends to within 100' of the ground, there is a 5% cumulative chance per round that, regardless of the spells used to protect it, the cloud castle spells on the base will dispel bringing the whole to the earth as precipitation. If the cloud strikes a mountaintop, this won't dispel the base, but may cause severe structural damage to the castle, as an *Earthquake* spell.

## Greenstone Amulet

Ed Greenwood

These rare, highly prized devices are fist-sized green stones made by some forgotten magical means. They glow when operating, and are brittle. When worn next to the skin they confer upon the wearer the protection (spell immunities) of a *Mind Blank* spell, as well as immunity to: *Chaos*, *Forget*, *Geas*, *Hold Person*, *Hypnotism* (but not *Hypnotic Pattern* or *Fire Charm*), *Mass Charm*, *Quest*, *Score*, and *Sleep*. The wearer also gains +4 on saving throws against:

*Fumble*, *Ray of Enfeeblement*, and *Trip*, and is allowed a saving throw against both *Otto's Irresistible Dance* and *Maze* spells (if made, the durations of effect are halved, rounding up).

These amulets may be worn by any class of character. The protection they give is involuntary (i.e. the wearer cannot communicate telepathically even if he or she so desires). Protection only extends to 11-44 (1d4) spell levels before the amulet is exhausted. (For this purpose, protection against a psionic power drains the levels of the equivalent spell.) Note that the amulet only counters spells listed, and is in no way affected by other spells (for instance *Lightning Bolt*). Exhaustion will be mentally evident to wearer, and visually evident to others; the amulet will blaze brightly for 4 segments before slowly fading to darkness.

The amulet will recharge at the rate of 1 spell level/turn but will not counter spells which it lacks sufficient power to negate—that is, it does not give partial protection.

X.P. value: 5,000; G.P. value: 30,000.

## Mist of Rapture

Ed Greenwood

The art of making this rose-colored gas is lost in antiquity. Usually found in fragile glass globes or small metal vials, the mist wafts out when released to form a spherical cloud. The diameter of this cloud varies from 15 to 45 feet depending upon the amount of gas. The vapors are heavy, and will remain in this volume for 1-4 days in dead air; they will drift very slowly with any air currents (typically ½" per round). The vapors are damp and will cling to clothing and skin.

Any human breathing the mist will writhe in pleasure for 1d6 rounds (1-3 rounds if saving throw vs. breath weapon is made), oblivious to all surroundings. Affected persons will blissfully ignore danger, and even physical attack will not rouse them. The mist closes minds to all other stimuli, and thus rapture confers a temporary immunity to magical attacks involving will force (such as *Charm*, *Magic Jar*, *Suggestion*, et cetera). Unless restrained, those affected will drop anything they carry and sink to the floor, twisting and shuddering. Anyone in telepathic contact (or even psionic combat) with a person breathing the mist will also be affected, for the same duration. However, non-humans are immune to the vapors. During the round after rapture has ended, movement will be slow (half speed) and clumsy (no dexterity bonuses apply); such characters never win initiative over more alert creatures, and are easily (1-5, 1d6) surprised.

X.P. value: 200; G.P. value: 9,000.

## Laeral's Storm Armor

Ed Greenwood

Named for the wizardess who devised it, *Storm Armor* is plate armor, +2, of a peculiar non-metallic alloy. It does not conduct electricity, and has the power to transfer heat to and from the surrounding air, so that the wearer remains comfortable in a freezing gale or under the hot desert sun. The wearer is thus unaffected by *Fireball* and *Ice Storm* or *Cone of Cold* spells, and immune to electrical damage of any type. The wearer can stand securely, or move forward at normal speed, in the face of even the most powerful winds (including the magical *Gust of Wind*).

If *Storm Armor* is struck simultaneously in different areas by spells causing hot and cold (such as *Cone of Cold* or *Chill Metal* and *Wall of Fire* or *Heat Metal*) it will become brittle and may be shattered by physical attack(s) doing it 9 points of damage. (The character will take any points of damage inflicted over this amount.) The armor will only be brittle while both hot and cold spells are affecting it and for one round afterward. When it shatters, it does so thoroughly: a chain reaction occurs in the unstable heat-transferring components of the alloy and the armor disintegrates into unusable fragments.

X.P. value: 1,800; G.P. value: 13,500.

## Horn of Cornucopia

John Beck

This item appears to be a Giant Ram's horn which has been hollowed out. When the proper word is spoken, fresh vegetables and fruit will tumble out of the horn's opening, in a quantity sufficient to feed 10 persons for one day. By the use of another word, wine, water or ale will gush forth to quench the thirst of up to 10 persons for one day.

The item is usable once per day. There is a 10% chance for each use that the food or drink which comes forth will be spoiled and therefore not edible. Characters who partake of the spoiled substance must save vs. poison or be incapacitated for 1-4 days and suffer a 1-3 point drop in Constitution and Dexterity for an additional 1-2 days.

X. P. value: 350; G.P. value: 5,000.

## Candle of Methven

Richard Forsten

This mystical candle, usable only by Magic-Users of 5th level or higher, glows with a green flame. When a Magic-User studies by the light of this candle, it will enable him to memorize three additional first-level spells, two additional second-level spells, or one additional third-level spell. The candle lasts for 19-24 "study periods" (d6 + 18), counting one period (15 minutes) for memorization of one first-level spell, two periods (30 minutes) for a second-level spell, and three periods (45 minutes) for a third-level spell.

## Keys of Sirdan

Richard Forsten

The Keys of Sirdan, a legendary Thief, consist of 39 keys held together by a mithral ring. No keys can be removed from or added to the ring. There is a base 20% chance that for any key lock a character encounters, the key to the lock can be found on the ring. Every point of Intelligence and Wisdom possessed by a character adds 1% to the base chance. The item is usable by all classes, but Thieves receive an additional bonus of 20% per chance, and Assassins receive an additional bonus of 10% per chance (plus the 20% for a Thief). It takes one melee round to check the ring, and only one attempt may be made for each lock encountered.

## Larmacian Holy Symbol

Richard Forsten

This special holy symbol is composed of an alloy first discovered by the Cleric Larmac. The symbol allows Clerics to become more attuned to their deity, allowing them to receive two additional first-level spells per day. Also, any lawful-aligned Cleric will gain two additional questions for a *Commune* spell and will have his base chance for success of a *Divination* spell increased by 10%. The symbol may be used by all Clerics, but for characters of third level or lower, there is a 40% chance for every use that the Cleric will become insane.

## Mail of Red Dragon Scales

Vaughn Shepherd

Made from the scales of a huge old Red Dragon, this mail is AC 1. Like all magic armor, it is considered virtually weightless. It covers the body from neck to foot, being worn just like a normal suit of plate mail. Normal weapons employed against the mail do only half damage if a hit is scored. Magical weapons of +1 or better do full damage.

The mail provides protection of +3 against all fire-based attacks and the breath weapons of all dragons, with the following exceptions: It will not protect its wearer against the sonic blast of a Platinum Dragon, and it will not protect against any breath weapon employed by a Red Dragon.



## Oriental magic items

David Sweet

1. **Pearls**— A Pearl must be held in the mouth for the entire duration of its spell. If spit out or swallowed, it ceases to work. These pearls look like ordinary ones and only Detect Magic or the like will distinguish them.

a. Giant Black Pearl—Also featured in *Gods, Demi-Gods and Heroes*. Negates all wind and earth turbulence in a one-mile radius, once per day, for 1-6 hours.

b. Serpent Spirit Pearl—Once per day for 1-6 hours allows user to Speak with Animals.

c. Pearl of Flying—Once per day allows user to fly at speed 12 for 1-6 hours. Beginning at 10 minutes before the end of the spell, the pearl will send impulses to user indicating the spell is about to end.

d. Pearl of Ultimate Wisdom—When placed in the mouth, its outer coating dissolves immediately and the pearl disgorges lethal poison. If the user makes his saving throw against poison he is assumed to have spit enough out to have survived. After one use, the pearl is totally consumed whether or not victim dies.

2. **Crossbow of Multiplication**— May be either light or heavy, and uses the range of fire of the proper class. However, the weapon creates its own bolts. These are treated as +0, +0 magic bolts but can hit any target capable of being damaged at all by physical weapons (even those, for example, which can only be hurt by +3 weapons or by blunt weapons). Bolts disappear after hitting or missing. On each shot, roll a 20-sided die for the number of bolts fired, subtracting 5. Results of 5 or less are treated as 0 (that is, there is a 25% chance the crossbow will fire nothing at all—otherwise, it fires 1 to 15 bolts). The bolts spread out in an even cone in a forward direction, from a single bolt straight ahead to 15 in a 90-degree cone. Therefore, unless the target is very wide or very close, no more than 1 or 2 bolts will strike a single target.

3. **Snake Necklace**— Made of golden snakes twisted together. The user is immune to attack from serpents of any size (meaning snakes only, not dragons, crocodiles, or other relatives). However, there is a 10% chance that each apparent Snake Necklace is in fact a Necklace of Strangulation fashioned to look like the real thing.

4. **Staff of Jizo**— Usable by clerics, including druids, only. Has 1-100 charges of Protection/Undead 15' Radius. each charge lasting 1-6 hours. While any charges remain, staff is also a Staff of Striking +2. Striking with this staff does not use up charges; only using the protection does. This staff has no Final Strike.

5. **Tamate-Bako**— Small box, often with a jeweled hand carved on the lid. Each time it is opened, all within a 12-foot radius must roll a saving throw against magic. Each creature which fails receives the effect of four simultaneous charges from a Staff of Withering; each creature which succeeds receives two charges. Dragons are unaffected by this box. After 1-20 times being opened, the box disintegrates.

6. **Spear of Yang**— Like an ordinary spear + 1 (roll of 1, 2, or 3 on a 6-sided die), +2 (4 or 5), or +3 (6), except user may turn on and off Continual Light 15' Radius, full daylight strength, an unlimited

number of times per day. The act of turning on or off will occupy user for one battle round.

7. **Willow Wand Swords**— Roll as ordinary magic swords (intelligence, ego, bonus, possible curse, etc.) and treat as such with the following exceptions: They float and are immune to Rust Monsters and other metal destroyers, and are also immune to ordinary termites and the like, although magical termites or such might be able to disintegrate them.

8. **Bimbomushi**— May come in two imitative forms. either like a magic gem or like a magic stone (Lodestone, Earth Elementals, etc. ). When carried on the person, if the carrier is in battle with a creature of more than his hit dice (in a mixed group, if any one of the enemy has more hit dice), as long as any such creature or creatures is conscious and in battle the Bimbomushi acts as a Ring of Protection Minus Three for its carrier.

9. **Kusunogi no Tsurugi**, or Grass Quelling Sword—Roll randomly for alignment. No intelligence or ego. Ordinary bonus +3, +3. Best quality katana for a Samurai. When this sword is drawn, it automatically casts a Continual Light 10' Radius of full daylight strength, and all fires with a 10' radius, normal or magical, go out. Thus when the sword is drawn the user is immune to all forms of flame damage. In addition, the sword does quadruple damage to all vegetation or plant creatures, and allows the user to cut through thick brush, tall grass, etc. with great ease, or to chop down trees as if with a timber axe. However, the sword is created from a dragon. No one (including the carrier) within a 5' radius of the sword can do any damage to dragons, and the sword itself will never do any damage to dragons.

## Helms of Changes

Mike Billington

Helms of Changes come in three types, each indistinguishable from the other two until it is used for the first time. Each type appears as a one-inch wide band of mithral, which is worn around the forehead.

Each of the Helms of Changes is capable of creating a specific type of illusion of limited power and duration. There is no limit to the number of times each item can be used for its intended purpose. After a particular illusion expires, the user must spend one full turn of mental rest before conjuring the illusion again, and each such conjuring takes another full turn. During the conjuring of an illusion, the user cannot fight, cast spells or move (exception: Helm of Creation). If any of these things takes place, the conjuring process must be begun anew.

All intended victims of any of the illusions are allowed a saving throw vs. magic, and no being is affected by subsequent attempted conjurings of the same illusion during the same encounter. The duration of each helm's illusion varies from use to use and is known only to the DM.

**Helm of Disguises:** This helm allows the user to form an illusionary disguise, altering his/her garb, height, weight and facial



features. Changes of height and weight are limited to no more than four inches and 20 pounds, respectively. After successfully conjuring the illusion, the user is able to move and participate in melee but cannot cast spells or otherwise engage in deep concentration. The duration is 1-6 half-hour periods.

**Helm of Creation:** The wearer of this helm is capable of creating illusory stone, wood and iron constructions such as walls and floors (limit of 10 feet square area for each), furniture, doors or traps. although the last two will be seen as illusions, they will not function. Unlike the other helms, the illusions sent forth by this helm can only affect 5-12 beings, but those who fail their saving throws will fully respond to the illusion as if it was real (walls or doors will stop them, floors or furniture will support their weight). All such illusions will last from 1-4 turns.

**Helm of Weaponry:** Any non-magical, hand-held weapon may be "created." After the period of concentration, and if the intended victim fails his saving throw, the illusory weapon can be wielded as if it existed, causing regular damage with normal hit probability. Note that weapon restrictions which apply to certain character classes will still apply here; i.e., a Magic-User cannot conjure up an illusory sword. 50 % of all Helms of Weaponry will be usable to transform an existing weapon into a larger, more effective weapon of the same general type: i.e., a dagger can be turned into a short sword, a short sword into a long sword, a long sword into a two-handed sword. The duration of this illusion is 3-12 rounds. 30% of all Helms of Weaponry will enable the user to create a small, one-handed weapon such as a dagger or handaxe. The duration of this illusion is 2-9 rounds. 20% of all Helms of Weaponry will enable the user to create a larger hand-held weapon such as a sword or battle axe. The duration of this illusion is 2-5 rounds.

## Wand of Ochalor's Eye

Ed Greenwood

This wand is topped with a fiery orange gem, known as *Ochalor's Eye*, or *The Eye of Fear*. It pulses with light, and when glowing acts as an extra-strong *Fear* spell; all creatures within its 6" range (cone-shaped area of effect as in *Fear* spell) drop anything in their hands and quake in fear, rooted to the spot. they stare at the Eye gem in a trance, oblivious to all else. Creatures of under 6 hit dice get no saving throw; creatures of 6 hit dice and over get a saving throw as follows: 6 hit dice save at -3, 7 hit dice save at -2, 8 hit dice save at -1, 9 hit dice (and up) save normally.

Creatures which are afraid are frozen to the spot unless the gem is hidden from their view or they are physically struck, whereupon they break free of their trance and flee blindly, screaming in terror, for 5 rounds (or longer, if they are not out of sight of the wand by that time).

It is said that those who look into the lighted gem see the manner of their deaths, endlessly replayed. Others speak of some cold and malignant intelligence which seems to know all their faults and fears—and laughs contemptuously at them. Few afterwards remember what of this is true, but their fear and hatred of *Ochalor's Eye*

remain. Any creature who has suffered the effects of the wand is 50% likely to attempt to destroy any wand of this type they subsequently encounter, regardless of whether it is held by friend or foe.

Each wink of the gem expends 1 charge. Upon draining all charges, the gem shatters. The wand cannot be recharged.

X.P. value: 3,500; G.P. value: 15,000.

## Nidus' Wand of Endless Repetition

Ed Greenwood

Named for the legendary mage who by its use gave us the oath "Nidus' Curse!", examples of this device typically have but 4d12 charges when found. The art of its fabrication is lost and has not yet been rediscovered. Upon command, such a wand emits a grey cone of light, range 4", diameter at maximum range 1½". This cone may be continually maintained at a cost of 1 charge per round. Creatures caught in its light are allowed a saving throw (save = unaffected). Any victim not having special magic resistance who is physically touched by the wand gets no saving throw.

Anyone affected by the wand is forced to endlessly repeat actions taken during the preceding 2 rounds (or at least mimic them, as in the case of a spellcaster, who would continually try to cast the particular spell even after his magic is exhausted). This automation-style cycle of 2 rounds of action, 2 rounds of the same actions in reverse to the starting position once again, and so on will continue until *Dispel Magic*, *Remove Curse*, or a Limited (or full) *Wish* is cast upon the victim. Even if the victim should die from lack of food and water, or from damage inflicted by passing creatures, the corpse will endlessly complete the cycle of action until it falls apart.

X.P. value: 3,500; G.P. value: 25,000.

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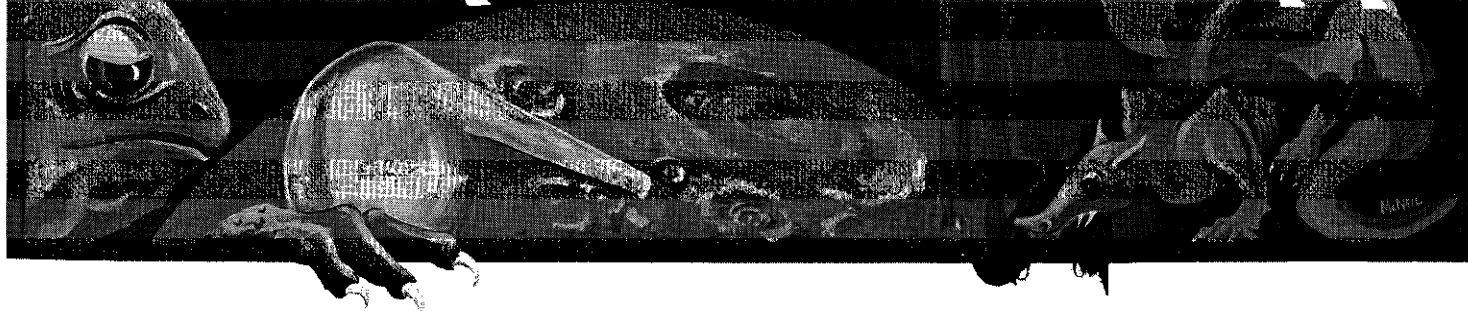


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# BAZAAR OF THE BIZARRE



## More than a door

Alan Miller

Dungeon doors, as a general rule, are treated with indifference. You either bash them down, bum them up, or spike them shut and then forget about them. However, doors have great possibilities for adding surprise and humor to your dungeon:

- 01-75 = Ordinary door
- 76-95 = Door has an ability from table below
- 96-00 = Door has 2-5 (1d4 + 1) abilities from table below

### Ability Table

- 1-9 = Intelligent door (alignment: 1 = Lawful Good, 2 = Neutral, 3 = Chaotic Evil, 4 = Other [Chaotic Good, Lawful Evil, etc.]).
- 10-17 = Door is Wizard-Locked.
- 18-22 = There is a trap or trap-trigger on or behind the door.
- 23-26 = Door is an illusion.
- 27-29 = Door is actually a polymorphed monster which reverts to normal form when conditions are met (someone grabs doorknob, etc.).
- 30-31 = As 27-29, but is a phantasmal force.
- 32-35 = Upon hitting, touching, or opening door it turns into mud, sand, mire, dung, etc.
- 36-40 = A siren goes off if doorknob is touched (attracting and/or warning monsters).
- 41-45 = Doorknob casts fear spell if touched.
- 46-49 = Doorknob falls off if touched.
- 50-54 = Door is thiefproof.
- 55-59 = Door contains treasure.
- 60-64 = Door is twice as hard to bash open, unlock, etc.
- 65-68 = Door falls off hinges when opened.
- 69-71 = Door is rotten or poorly constructed; it splinters or falls apart when bashed.
- 72-74 = Door has a knocker.
- 75-76 = Trap door to pit under or behind door.
- 77-78 = Door has multiple locks.
- 79-80 = Door jamb on other side of door.
- 81-82 = Open pit behind door.
- 83-84 = There is a window set in the door: 30% chance that it gives a false image (no monsters, twice as many monsters, heap of treasure, etc.).
- 85-86 = Stakes, caltrops, and/or set spears waiting on other side of door (1 in 6 they are poisoned).
- 87-88 = Stakes set in door so it can't be bashed open (10% chance that they are invisible).
- 89-90 = After being bashed open, the door swings back fast.
- 91-92 = Door swings open just before it is bashed.
- 93 = Has doorbell.
- 94 = Door is hinged on top.
- 95 = Door explodes if bashed.
- 96 = Save vs. spells or are paralyzed when touch door.

- 97 = Instant-setting contact glue on surface of door.
- 98 = Doorknob casts miscellaneous spell if touched.
- 99 = Doorknob gives disease if touched.
- 00 = Contact poison on doorknob.

## Glowing Globe

Ed Greenwood

A luminous globe that floats always above and just behind the shoulder of the person who first touched it. Its brightness is under the owner's mental control, from dark to blinding (a brief flash; effects last for 1-6 rounds). Typically, such a globe can be removed from the owner only by a Limited (or full) *Wish* or *Remove Curse*, whereupon the next person to touch the globe will inherit it. One type of *Globe* (30% of all Globes) remains brightly lit (equivalent to a *Continual Light*) at all times; the brightness cannot be controlled. The *Glowing Globe* does not radiate any heat, and cannot be rendered invisible except by *Wishes*.

X.P. value: 100; G.P. value: 200.

## Arbane's Sword of Agility

Ed Greenwood

Named for the wizard who first devised such a weapon, *Arbane's Sword of Agility* is a +2 weapon which boasts several powers. These are under the mental control of whomever has hold of its hilt. The wielder can *Jump*, as in the spell (a single leap), twice a day. Two rounds of *hasted* action per day (24 hours) are also possible—and such activity does not age the character. The sword grants the wearer immunity to *Hold* and *Slow* spells, and glows brightly. This glow fluctuates as the sword moves and strikes, in a strobelike manner; this property of the sword negates magical Darkness, and destroys the effects of *Hypnotic Patterns* or *Fire Charms* within a 20' radius of the drawn blade. The wielder of the sword gets a saving throw vs. *Color Spray* (and saves at +1 if 6th level or higher).

X.P. value: 4,000; G.P. value: 15,000.

## Singing Sword

Ed Greenwood

A silver bastard sword that sings constantly (and loudly!) while drawn. It is +3, but this may be temporarily negated by magical *Silence*. While the song is heard, the bearer of this sword is infused with a sense of confidence and excitement, and never checks morale. The song confers upon the bearer immunity to *Charm*, *Command*, *Confusion*, *Fear*, *Friends*, *Repulsion*, *Scare*, and *Suggestion*. *Emotion* cast on the bearer will evoke only a *Rage* result (focused on the spell caster!). The sword's song can still Shriekers and negate the song effects of Harpies, but a Bard can easily negate its power by singing a counter-harmony. The sword's song can entrance intelligent creatures of up to 2 hit dice (not including Undead or creatures from other planes). If such creatures fail to save vs. spells, they are subject to a *Suggestion* from the sword's bearer.

X.P. value: 1,600; G.P. value: 10,000.

# BAZAAR OF THE BIZARRE



## Eidolon of Khalk'Ru

(Clerics, Magic-Users)  
by Ernest N. Rowland, Jr.

This object is a translucent, yellow crystal lozenge about six inches by four inches by two inches. Within the crystal is the image of an octopus or squid with twelve tentacles. Only Clerics and Magic-Users may be affected by or possess the *Eidolon*. Any Cleric or M-U viewing this object for the first time must save vs. magic or fall into a hypnotic trance lasting 2-8 (2d4) rounds, during which time he will attempt to take the *Eidolon* for himself, and to kill anyone attempting to stop him. If he succeeds in possessing it, another saving throw vs. magic must be made, or the owner will do everything in his power to reach the sea and swim with the *Eidolon* as far out as he can, eventually drowning himself through exhaustion.

If a Cleric or Magic-User is successful in obtaining the *Eidolon* without killing himself, then he will become aware, through some telepathic means, of the following powers of the *Eidolon*:

Summon and *Charm* (as a 20th-level Magic-User) one of the following types of monsters, provided the user is within range of the sea:

| d100  | Monster                           | No. Appearing |
|-------|-----------------------------------|---------------|
| 01-10 | Killer Whale (15 HD)              | 1             |
| 11-20 | Giant Squid                       | 1-3           |
| 21-54 | Vampire Ixitxachitl<br>(5 + 5 HD) | 1-4           |
| 55-00 | Giant Octopi                      | 2-5           |

The *Charm* of the *Eidolon* works exactly like the 4th-level M-U spell *Charm Monster* with regard to the percent chance of breaking the influence of the *Eidolon*. What the user of the *Eidolon* does not know is that when the monster is freed of the *Charm*, it will try to destroy the user! Only the power of a full *Wish* will negate this effect of the *Eidolon*.

The range of the *Eidolon*'s summoning power is the user's level multiplied by five miles. The *Eidolon* will function in this manner 2-8 (2d4) times before losing its power, at which time it will dissolve into a puddle of sea water.

**Experience point value:** 5,000.

**Gold piece sale value:** 10,000.

## Bell of Pavlov

by Robert Plamondon

The *Bell of Pavlov* appears to be a small silver handbell, but when rung it causes persons within a 30-foot radius to salivate uncontrollably.

The rate of salivation is so high as to preclude talking, and thus makes casting spells with verbal components impossible.

In addition, there is a 20% chance that persons affected by the bell will suddenly decide to have a meal, even if currently engaged in combat.

There is no effect on the person who rings the bell, and persons who successfully make a saving throw vs. wands will also avoid the Bell's effects.

**Experience point value:** 1,000

**Gold piece sale value:** 3,500

## Pet Rocks

by Roger E. Moore

*Pet Rocks* are magical items that exactly resemble *Luckstones*, *Loadstones*, and *Stones of Controlling Earth Elementals*. There are two sorts of *Pet Rocks*, one beneficial and one cursed.

The former sort of *Pet Rock* will, at a word of command (such as "Attack!") leap from the possessor's hand and fly at any one opponent of the owner's choice within 60 feet. It will score a hit as if the owner had fired a missile weapon at close range at the opponent, but the possessor's Dexterity bonuses and Strength bonuses to hit and damage (if any) will not count. The rock is, however, +3 to hit otherwise, and causes 2-12 points of damage upon scoring a hit. Upon striking a Stone Golem or Clay Golem, the *Pet Rock* will shatter immediately, but will inflict 3-30 points of damage upon the creature. If the rock misses or scores a hit and is not destroyed, it will return to the owner in the same round it was "thrown." It may be commanded to attack once per round, for as many rounds as the owner desires. At a second word of command ("Heel!"), the *Pet Rock* will hover 3-4 feet off the ground within 2-3 feet of the owner, and follow him or her around at a maximum movement speed of 12". The rock must be grasped again in order for it to attack an enemy. 30% of these rocks are enchanted to perform 1-4 other commands of little particular use to the owner except for show ("Roll over! Sit up! Play dead! Shake hands!") Note that a *Pet Rock* cannot be struck during combat, or when commanded to attack or heel. Otherwise, it has an armor class of -4 and takes 30 hits to destroy.

**Experience point value:** 2000

**Gold piece sale value:** 15,000

Some 40% of all *Pet Rocks* are of a malevolent variety. Immediately upon grasping the cursed *Pet Rock*, the character must save vs. magic at -4, or become enchanted with the rock's appearance and refuse to set it down during all waking hours. The character will, of course, carry the rock in his or her good or preferred hand, making weapon use impossible, ruining spells involving somatic components, making most thieving functions impossible, etc. The character will resist all attempts by anyone or anything to take the rock away, and will take precautions to assure his or her continued possession of the rock. This obsession may be broken by casting a *Dispel Magic* of 10th. level or greater power, a *Wish* or Limited *Wish*, or the destruction of the rock (which the character in question will try to prevent by any means possible!)

**Experience point value:** - -

**Gold piece sale value:** 1,000

## Box of Many Holdings

by John Beck

A *Box of Many Holdings* is a cubical, oaken chest. Each face of this chest may be decorated by ornate carvings of a similar nature (75%) or without any artwork at all (25%), and there does not appear to be any obvious lid to the chest. A *Detect magic* spell will reveal that magic is emanating from the direction of the chest.

Each side of the *Box of many holdings* can be treated as a "lid" to the chest; each side may be opened to display a compartment the size of the chest itself. (Note: While one side of the chest is opened, the remaining five become locked and no amount of prying or "thieving" abilities will open any of them). Each side is opened by the same method: A small hole on each side accommodates a small peg, rod, or small finger (?) which must be provided by the character. This trips a latch allowing the side to swing back on hinges, much the same as a normal chest lid would.

## Ruby Slippers

by Robert Plamondon

These magical slippers are bright red in color. They allow the wearer to teleport to his or her home by clicking the heels together three times and murmuring, "There's no place like home, there's no place like home, there's no place like home."

*Ruby slippers* cannot be removed intact from the feet (once they are put on) until the owner dies or a *Wish* or *Limited Wish* spell is cast. The Slippers are nearly indestructible, and save on the *Item Saving Throw Matrix* as Hard Metal, with an extra +2 on the roll. They also give the wearer immunity to foot ailments.

The Slippers can only be used once per day. They can transport the wearer and up to 2,000 gold pieces in weight of living and/or non-living matter, but only to the wearer's true home (where the heart is). The activation routine takes two segments.

*Ruby Slippers* are usable by all character classes.

**Experience point value: 1,000**

**Gold piece sale value: 5,000**

## Ring of Oak

by Roger E. Moore

This is a magical item not usually found in treasure hordes, and its application is somewhat limited. Nonetheless, it can be of some use to adventurers. A *Ring of Oak* is a simple, flexible band of wood which, when taken from the home tree of a dryad and worn on the finger, allows the dryad to move out of the vicinity of her tree and roam as an adventurer. Few (if any) true dryads have the wanderlust, but some player characters may find themselves reincarnated, through the druidic spell of the same name, as a dryad, and may wish to continue adventuring.

A small, green twig is taken from the dryad's tree and is woven into a ring shape. Then an *Astral Spell* and a *Wish* must be cast on the ring, and it is thereby attached by a silver cord through the astral plane to the home tree; the cord has a 1% chance per month of breaking through any outside influence. The dryad will not voluntarily remove the ring when more than 36" away from the home tree. If the ring is lost or the cord breaks, the dryad loses one point of Strength per day until the ring is returned or she finds her way back to within 36" of her oak tree. If her Strength reaches zero, she will die; she will undergo a similar loss of Strength if her home tree is destroyed while she is absent, unless a *Wish* is used to "resurrect" the tree. Strength is recovered at one point per day if death is avoided by the recovery of the *Ring of Oak* or a return to within 36" of the tree.

**Experience point value: 500**

**Gold piece sale value: 2,000**

Each compartment thus revealed is capable of holding its own contents, not to exceed the volume of the box itself. This enables the possessor of the chest to store six times the volume that would normally be expected from a chest of similar size. (E.g., in a *Box of many holdings* with the dimensions of 2'x2'x2', 48 cubic feet of material could be stored instead of just the expected 8 cubic feet). The weight of the chest, when fully loaded, is equal to the weight of the chest itself plus the weight in the compartment containing the heaviest contents.

As with many magical treasures, the *Box of many holdings* is not without its drawbacks. One side of the chest, chosen randomly by the Dungeon Master, issues a random curse when opened. Treasure may be stored in this space with no ill effect to the treasure itself, but each time the side is opened, a new curse, randomly chosen by the DM, takes effect upon the opener. (Among magical scholars, it is not known whether the curse is inherent in the creation of the box or if it was purposely placed there by the Magic-User of yore who created these boxes). A *Remove curse* will remove the curse upon the next opening only, and not subsequent reopenings.

If the box is destroyed, (saving throw applicable as for hardwood with magical bonuses), it will do 1 point of damage for each one inch along one of its sides to all within a radius of 10 feet (E.g., if the box is 2 feet on all sides, it will do 24 points of damage to those within 10 feet of it). There is no saving throw for this damage. In addition, all objects or creatures inside the chest will disappear upon the chest's destruction.

**Experience point value: 3,500**

**Gold piece sale value: 16,000\***

\*Gold-piece value is a function of size. The value given here is for a box that has dimensions of 2'x2'x2'.



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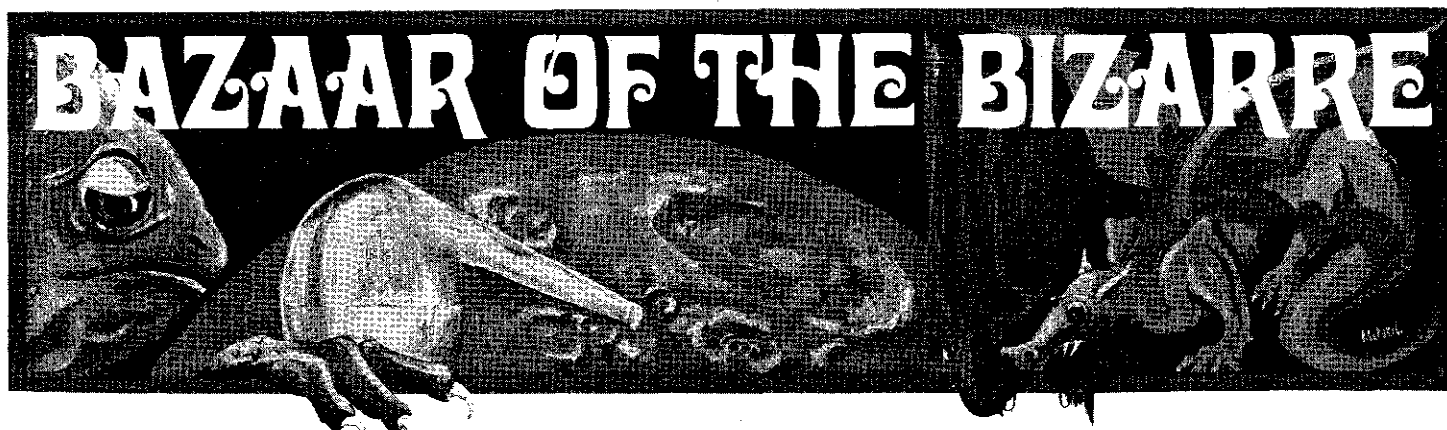
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## Flute of Dismissing

by Richard Lucas

The *Flute of Dismissing* possesses the power to disrupt the magics that bind conjured or summoned monsters in their enchanted states. Thus, such creatures will simply disappear when certain special tunes are played on the flute. The device can also send creatures from other planes back to the plane they came from. It is usable by all classes of characters.

The magic items, spells and creatures the flute can affect are as follows:

**Magic items:** Bag of tricks, Bowl commanding water elementals, Brazier commanding fire elementals, Censer controlling air elementals, Efreeti bottle, Horn of Valhalla, Iron flask, Pipes of the sewers, Ring of djinni summoning, Stone of controlling earth elementals, Wand of conjuration.

**Monsters:** Aerial servant, Demons, Devils, Djinni, Efreet, elementals, Ghost, Hell hound, Invisible stalker, Night hag, Nightmare, Salamander, Shadow, Spectre, Thought eater, Triton, Umler hulk, Vampire, Water weird, Wight, Wind walker, Wraith, Xorn.

**Spells:** Aerial servant, Animal summoning, Call woodland beings, Conjure animals, Creeping doom, Insect plague, Monster summoning, Mordenkainen's faithful hound, Summon insects, Summon shadow.

A different melody is required for each item, monster or spell to be affected by the flute. The first time the owner of a flute attempts to dismiss a certain object or spell, he will necessarily produce a poor rendition of the melody — even assuming that the user of the flute knows which melody to use in a given situation. Any user's first try at a certain melody will take four rounds to play and have a 25% chance of being successfully reproduced. The second try (regardless of the outcome of the first try) will take two rounds to play and have a 50% chance of

success. On the third and subsequent attempts, a fair amount of expertise is achieved, such that the melody takes one round to play and is always successful.

Even when a melody is successfully played, the object of the melody is allowed a saving throw (if applicable) vs. paralyzation. A check against magic resistance must also be made in cases where the object of the flute playing has such protection. The flute operates at 10th-level power for purposes of determining the magic resistance saving roll.

It is suggested that a side record of a character's attempts with the flute be kept. The flute can be played an unlimited number of times.

Experience point value: 4,000. Gold piece sale value: 30,000.

## Staff of Ethereal Action

by Ed Greenwood

Also known as a *Blink staff*, this item appears to be a normal wooden staff, but when a command word is spoken, it allows the holder to *Blink* (as in the spell) for a total of up to 2 turns per day. In battle or other circumstances where quick, repeated Blinks are desired, the holder of the staff can blink "in and out" at the rate of one blink (in either direction) per segment. The staff neither has nor requires charges.

The staff is also a +1 weapon, and is able to strike creatures on the ethereal plane (such as couatl, ghosts, phase spiders, and characters using *Armor* or *Oil of Ethereality*) as well as those on the prime material.

Experience point value: 7,000. Gold piece sale value: 15,000.

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# Horseshoes of Hades

by Victor Selby

These four horseshoes will be found in a group and will appear to the eye as normal iron shoes. They will emanate a dim magic if magic is detected for.

When the first of the shoes is physically moved (by means of physical contact or a spell), that shoe will turn jet black in color and will thereafter appear to be made of some foreign, unknown material. (If all four shoes are moved simultaneously, the black shoe is determined randomly.) If a sage is consulted or a *Legend Lore* or similar sort of spell is cast upon the single shoe, there is a slim chance of it being identified as an object native to a middle lower plane, specifically Hades. The black horseshoe will emit a strong aura of magic and a dim aura of evil, if those qualities are detected for, but the other three shoes remain as before.

When all four of these shoes are attached to the hooves of a normal horse of any type (war horse, riding horse, draft horse, etc. but not a mule or donkey), the horse is magically transformed into a Nightmare (see *Monster Manual*) with 33 hit points. This creature will surprise on a 1-5 (d6) and in combat will attack all material life within a 3" radius. If it slays all material life within that space it will disappear into the astral plane, horseshoes and all, presumably to return the horseshoes to Hades. If it is slain, the corpse will assume the form of the original horse, which will be wearing three normal horseshoes — and the black one will have disappeared.

If a character is sitting on the horse's back when the final shoe is attached to a hoof, he/she will be thrown by the nightmare immediately after the transformation and will suffer 3-18 points of damage from the fall. When the nightmare first appears, it will breathe smoke, with effects as outlined in the *Monster Manual*, before attempting to attack with fangs and hooves.

Experience point value: 1,500. Gold piece sale value: 3,000.

# Syrar's Silver Sword

by Ed Greenwood

This +1 silver weapon employs a combination of spells devised by the archmage Syrar. These magics allow the blade to breach the barriers between planes in much the same manner as a Cockatrice and similar creatures do. Thus, it can strike targets on the astral and ethereal planes which are susceptible to magical weapon attacks. But when so wielded (user on the prime material, target on another plane) is treated as a normal weapon "to hit." The +1 to damage applies in all cases.

Anyone holding the sword can see into either the astral or ethereal plane (one at a time) at will, viewing a spherical area with a 3" radius centered on the tip of the drawn blade. The user need not employ the sword offensively in order to be able to use the viewing power; thus, clerics and magic-users can make use of this ability of the sword. However, such viewing can only be maintained for a number of rounds equal to the holder's Intelligence, plus 1-4 additional rounds, and the viewing ability only functions once per day, regardless of the length of time each viewing is sustained.

Only the sword itself, and never any part of its wielder, any other physical object or form of attack or spell, can reach into the other planes. To creatures residing on the other planes, the weapon is clearly visible whenever drawn, and its bearer appears as a shadowy, indistinct figure which they may reach through the planes to attack, but at -2 "to hit."

The viewing ability also works for users on the astral and ethereal planes with respect to their ability to see into the prime material.

Experience point value: 1,000. Gold piece sale value: 4,000.

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Sea Demons resemble Giant Octopi, but are much larger. They have 12 (10 for Lesser Sea Demon) tentacles averaging 40 (30) feet long. Sea Demons may lair on land or in the sea, but they usually prefer the sea. If on land, they prefer a humid climate, sub-tropical or tropical, but they can also be found in the desert, with their lair below the water table. If in the sea, they will lair on the bottom, preferring depths below 1,000 feet. Sea Demons will always be found alone, since they hate all other life, especially other Sea Demons.

While on land, a Sea Demon will use half of its tentacles to move and the other half to fight with. The striking tentacle of a Sea Demon does 1-10 (1-8) hit points of damage. Each round after the initial hit, the creature will have its prey captured within the tentacle, and double damage will be taken, 2-20 (2-16), each round thereafter unless the tentacle is severed or loosened.

The tentacles grip with a strength of 18/91 (18/76). If the creature being crushed is as strong or stronger, it can negate the crushing damage, but it will not be free of the tentacle. Two rounds after the tentacle has hit, the Sea Demon will drag its victim to its great beak, which does 5-30 (5-20) hit points of damage.

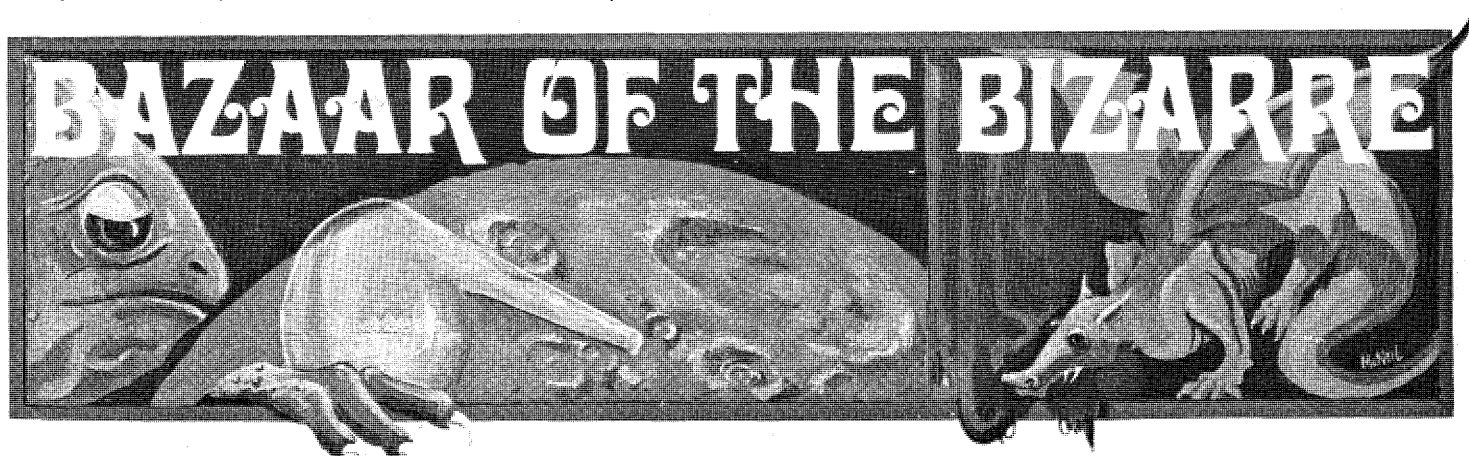
While in the sea, there is a good chance that a Sea Demon will attack ships passing close to its lair. Multiply the surface distance, in miles, from the ship to the lair by 20% to get the percentage that the creature will not attack the passing ship. After detecting and deciding to attack a ship, the Sea Demon takes 2 turns to get to a shallow depth, and 2-12 turns (depending on the distance) to catch up with the ship.

Any ship seized by a Sea Demon will come to a full stop in one

turn. The creature will then attempt to sink the ship, attacking whatever or whoever is aboard if the prey happens to get within reach of a tentacle.

As long as six tentacles can grasp the ship, the Sea Demon will damage the ship at the rate of 4 (3) structural points per melee round. If 5 (4) or more tentacles are severed (each tentacle will take 20 (16) hit points of damage over and above the Sea Demon's regular hit points), the creature will retreat to 500 feet below the ship, or to halfway between the bottom and the keel if the sea is too shallow. It will then begin spinning, causing a giant whirlpool to form under the ship; this takes one turn. Once a ship is caught in the whirlpool, it will be destroyed in five turns. To escape the whirlpool, a saving throw must be made with percentile dice. The number of the ship's remaining structural points is multiplied by two and becomes the number needed to save. For example, if a galley has 39 remaining points, to escape the whirlpool a 78 or less must be thrown. This is assuming that the galley has oars left to row with, and a crew to man them, and that sailing ships still have sails and a wind to fill them.

If the ship escapes the whirlpool, the Sea Demon will not attempt to pursue, because it needs to spend at least one day recovering from the exertion of creating the whirlpool, but the Sea Demon will be certain to sense the same ship if it comes within 10 miles of its lair on a later day, and will attempt to destroy it again. If the Sea Demon has lost more than half of its tentacles, it will not be able to create the whirlpool. Sea Demons will regenerate lost tentacles at the rate of 4 (3) feet per tentacle per week. Sea Demons will not attack passing ships if their wounded tentacles are less than half healed.



## Undersea magic items

by Roger E. Moore

### Dagger +1/+3 vs. Koalinth

These are frequently found in the possession of Tritons, which are typically armed with a dagger and one other weapon. It is a coral or fish-tooth dagger, usually with a carved handle. If an alignment is present in such an item, it will be Good. Experience Point value: 100. Gold Piece value: 1,000.

### Spear +2/+4 vs. Sharks

Also known as a "Sharkbane" spear, this is a large lance with a point made from a shark's tooth. These items, originally en-

chanted by Triton mages or clerics, are greatly sought after by Mermen and Sea Elves, who will readily trade valuables to acquire one. Experience Point value: 1,500. Gold piece value: 10,000.

### Trident +1/+3 vs. Reptiles

This weapon is especially effective against Dragon Turtles, Lizardmen, dinosaurs, crocodiles, and other types of aquatic and non-aquatic reptiles. Experience Point value: 1,000. Gold Piece value: 10,000.

### Trident +1/+3 vs. Lacedons

Another magical weapon frequently found in the possession of a Triton or in a Triton lair. All tridents of this sort have a Neutral Good alignment and are most effective when used  
(Turn to page 85)



## Bazaar of the Bizarre

(From page 12)

against the marine variety of the ghou. Experience Point value: 1,000. Gold Piece value: 10,000.

## Necklace of Air Breathing

Useless or dangerous to most types of creatures, this device is sometimes seen employed by Locathah and other creatures of the deep who cannot normally breathe air. Creatures which normally breathe air will, upon donning the necklace, find their lungs immediately filling up with water. If a save vs. magic is not made, the victim will fight at -1 to hit in the first round following the donning of the necklace, and at an additional -1 to hit in each round thereafter, to a maximum penalty of -4 in the fourth round. After four rounds, the victim will become unconscious and will die of drowning two rounds later unless preventive measures are applied to the victim. There is an 80% chance of saving the victim's life. If the victim is unconscious before the necklace is removed, the chance for survival (after lifesaving measures are taken) drops to 50%. Experience Point value: Nil (to air-breathers). Gold Piece value (to air-breathers): 500.

## Spongestone

by Bruce Humphrey

In its "dry" state, a Spongestone appears as a chunk of stone which is rigid, quite porous, and relatively light in weight compared to an ordinary piece of stone.

This substance has the ability to soak up water from any solid or liquid substance it is placed in contact with. Each Spongestone can absorb a volume of water equal to 30 times the volume of the stone itself; i.e., a Spongestone with a volume of 1 cubic foot will soak up 30 cubic feet of water before becoming saturated. A dry stone will automatically soak up its capacity in water in the space of three rounds, assuming that a sufficiently large source of water is at hand. When dry, a Spongestone is light brown in color. When it is filled with water to one-third of its capacity, it becomes a darker brown. At two thirds of capacity, the stone turns light blue, and when it is filled to the maximum, the stone assumes a deep blue color. (This property makes a Spongestone quite conspicuous in certain circumstances, such as when it is found on the bottom of a body of water.) A Spongestone is not "softened" by the absorption of water, such as an actual sponge would be; it retains its rigidity no matter how much water it contains.

Any Spongestone which is saturated to capacity can be forced to release its stored-up water by the utterance of a command word. Water which is released in such a manner will drain out of the stone twice as fast as it was absorbed, so that 1½

## Dagger =1/=2 vs. Dolphins

Creatures most severely affected by this weapon include all those known or thought to be native to the elemental plane of water, such as Tritons, Water Weirids and Water Elementals. Another of the items crafted by Sahuagin clerics, this trident is normally only found in the possession of the most powerful members of that society. Experience Point value: 800. Gold Piece value: 10,000.

## Periapt of Protection from Vampiric Ixitxachitl

Made by Triton clerics in many shapes and colors, this item acts as a permanent ward against the vampiric Ixitxachitl as well as Lacedons. Neither of those types of creatures can voluntarily get closer than 10 feet away from the wearer. If forced inside this 10-foot radius, the creature will fight at -2 to hit. Experience Point value: 1,500. Gold Piece value: 15,000.

rounds after being commanded, a Spongestone will be dry and the water it contained will have drained into a receptacle or onto the ground. A stone which has just released all its water will not be able to begin absorbing water again for one round; at the end of that time, the stone will begin to re-absorb the water it had just released, if it has not yet been removed from the water.

A Spongestone which has absorbed water up to its capacity can be transported without danger to the bearer. However, a dry or partially filled stone will draw water from the body of a character or creature who touches it without the benefit of clothing or armor or some other protection which acts as a barrier to absorption. Anyone who comes into contact with the stone against an unprotected body part will take 5-10 (d6+4) points of damage per round due to dehydration, risking unconsciousness and death if the contact with the stone is not broken in time.

A Spongestone will absorb pure water, filtering out all impurities and pollutants, so that the water which is released is equally pure and may be safely consumed.

A Spongestone of relatively large size may be cleaved in half by a blow from any magical edged weapon, as long as the original stone was at least one-half cubic foot in volume. However, each time such a cutting is attempted, there is a 50% chance that one of the resulting halves will lose its magical properties, a 25% chance that both halves will be rendered useless, and a 25% chance that both halves will be unaffected.

Experience Point value (for one cubic foot): 2,000. Gold Piece value (for one cubic foot): 15,000.

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# Barlithian's mystical mirror

by Mark Corrington

There have been but few who could excel in each of the seven deadly sins as well as the "great" Illusionist Barlithian. Although he was an excellent craftsman, no Illusionist alone could create such a magical mirror, no matter what his level. Upon completion of the so-far unmagical mirror, pride typically swelled within Barlithian's head. He bragged that not even the gods themselves could meet his mirror's perfection. At first the deities ignored the obnoxious Barlithian, but when he was still spouting his glories for a year after the mirror's creation, two gods joined forces to teach him a lesson. One evening the beautiful Egyptian goddess Isis and the handsome Greek god Hermes came before Barlithian and told him that they would turn his wondrous mirror into a great magical item. Barlithian was overjoyed and the mirror was rendered magical. Later, Barlithian realized the problems and frustrations of owning such an artifact. (In roughly translated Greek, the mischievous Hermes' final words were, "He wanted it, now he can choke on it!") Because of his lusty love for femmes fatales, Barlithian had three wives, each oblivious to the others' existence. He wasted the magnificent magic mirror by using it to keep tabs on his wives' faithfulness.

His trigamy ultimately led to Barlithian's demise. Upon discovering his indiscretions and each others' identities, the three wives joined forces and, after binding and gagging him, had him dropped into an active volcano. Since then the mirror has had several owners. The next one could be you.

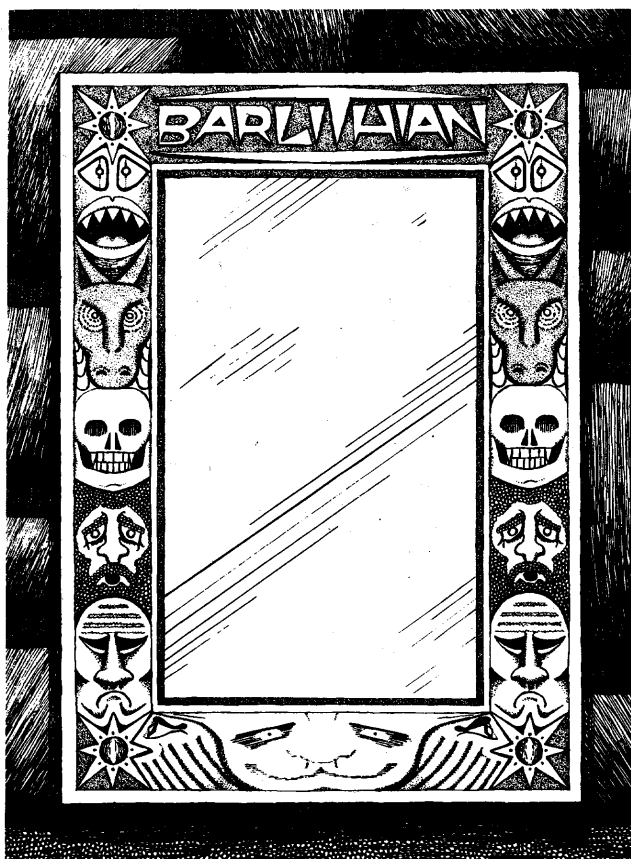
Physically, the mirror and its frame stand seven feet tall, five feet wide and eight inches thick, weighing 1,000 pounds (10,000 gp). The mirror's three-by-five-foot glass center surface is surrounded by a massive, ornately carved one-foot-wide mahogany frame. In each of the four corners of the frame there is a fist-sized 250gp tigereye stone. On the front and sides of the frame there is also

decorative gold leaf worth 80gp. The mirror's non-detachable back is one unadorned, flat piece of mahogany. Finally, on the upper front portion of the frame there is boldly carved in the common tongue "BARLITHIAN," evidence of its creator's ego.

*Barlithian's Mirror(BM)* has three permanent magical powers, but only the first two are generally known of. The first two powers are known to 50% of all Illusionists, 25% of all Magic-Users and 10% of all members of other classes, while the third power is known to only 5% of all Illusionists, 2% of all Magic-Users and 1% of all other classes. Any character who happens to know of the third power will also automatically know of the first two powers. When seeing the word "Barlithian" at the top of the

mirror, any character who knows about any or all of *BM's* powers will immediately recognize the artifact and remember the legend of Barlithian. (Of course, a character does not have to tell the others what he/she knows.) *BM* is of True Neutral alignment, so *Detect Evil* or *Detect Good* will show nothing — but if a *Detect Magic* spell is used, *BM's* glass will glow with a rainbow of colors which will blind all beings within 30 feet of the mirror for 1-4 turns if they fail their saving throws vs. spell, and will blind any being within 10 feet for 1-6 turns with NO saving throw. Characters behind *BM* (on its flat, unadorned side) will not be affected. This *detect magic* idiosyncrasy has never been mentioned in any legend, so no characters will know about it before it happens to them.

The first "known" magical power is always in operation except when the second power is being used. The first power is that *BM* will reflect images as a spell of *True Seeing*, with some additional abilities: Characters cursed with lycanthropy will see their alter-egos; a Medusa can view her reflection without turning into stone; those that normally fear mirrors (such as Vampires) can see themselves with no ill effects. The greatest added ability of this nature is that any character that is not a greater or lesser god and has any form of



*Charm* ability will inadvertently *charm* himself/herself (no saving throw) and will act as if under a *Friends* spell for 24 hours towards *BM's* owner or, if the owner is not present, the first seen member of the owner's family. If neither the owner nor his/her family is present or if *BM* has no owner, the *charmed* character will return or try to return to its home/lair and sleep for the duration of the spell. While thusly *charmed*, characters will never jeopardize their alignment nor, upon the spell's end, remember anything that happened while *charmed*. All *charmed* characters, once recovered, are ever afterward immune to this effect of the mirror.

Once *BM's* location is publicly known, there is a 1 in 20 chance per day that from 1-4 monsters of average Intelligence or higher will stop by for a good look at themselves. The DM will decide which unwelcome visitors will appear. Thankfully, Isis cajoled Hermes into softening *BM's* monster-attracting practical joke so that when a monster is viewing its reflection, the monster will not attack unless an attack or an attempted attack is made towards it. The monster will be at its friendliest (or as friendly as it can become). This feeling of good will lasts from 1-20 turns, after which that monster becomes immune to *BM's* "taming" effect for a year. There is a legend that Alkee Frinde, an undernourished sage of mosses and ferns, was awakened in his bed-chamber one night by some noises coming from his front room. Upon investigating, he discovered a Wraith, a Titan and a Night Hag, each vainly admiring his/her/its own reflection. Being a man of action, Frinde took action. He fainted on the spot.

The next morning when he awoke on the floor, he was surprised to find himself alive and in one piece. He didn't find out why the three visitors of different alignments had not tried to kill each other— or him. What Frinde did find was 10gp, 15ep and a small *Carpet of Flying*, apparently the way the "customers" showed their appreciation for the mirror.

That day Alkee Frinde sold the mirror and moved.

The second power of *BM* is its ability to give a 100% accurate vision of a particular person or creature. Any character class can operate it and get a visual response, but only an Illusionist or Magic-User can get an audio response as well. (A 50% chance for Illusionists, a 25% chance for Magic-Users.) To operate the power, the user must mix even amounts of any type of oil with any type of ash, add a drop of his/her blood and, in the common tongue, write with this fluid at the bottom of the glass the name of the subject to be seen. For one minute, a vision of the requested subject will appear on the glass. When the power's duration is over, the image and the written name will vanish.

There are stringent limitations to this second power:

It can be used only once a week. If this second power is called upon more often, nothing will happen.

The viewer must use the full name the subject is known by. Although middle names and maiden names are not always needed, pet names, nicknames, aliases, last names only, first names only, etc., will not work. (Example: To see Leo Gwaffusi IV, the viewer must use "Leo Gwaffusi IV." "Leo Gwaffusi" will not work because you might mean Gwaffusi II or III. "Prince of the Hampshire Elves" is a title but not a particular character, while "Head Elf at Hampshire Castle" is only an address.) If the user does not know the subject's full name, the power cannot be employed.

The subject must be at least partially in the same plane of existence as the mirror, and only that part of the subject in that same plane can be seen.

The subject is seen in the light or lack of light of his/her surroundings. The viewer cannot cause light to be created in any way near the subject. Neither infravision nor ultravision can be used to enhance what is shown in the mirror. If the subject is in complete darkness, the mirror will be black.

If audio is possible, the viewer/listener(s) will hear only what

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the subject could possibly be hearing and nothing more. If the words are garbled or faint, there is nothing the listener can do.

There is almost no way to determine precisely where the subject is in relation to the viewer. The vision will be just as clear if the subject is in the next room or on another planet. The vision is focused on a close picture of the subject only, not a full picture of the setting the subject is in. Unless objects or other characters are very near or touching the subject, they will not be seen. As for background, such as scenery seen over the subject's shoulders, the farther away it is, the blurrier it becomes. (Example: Leo Gwaffusi IV appears in the mirror. He has been obviously tortured, because he has a cut above one eye and bruises all over his body. He is dirty, tired-looking and chained to a massive stone wall. There is someone chained next to him but you can only see his/her humanoid arm. The only light source is a flickering yellow flame that is beyond the field of vision. Because you have sound, you hear numerous beings moaning and crying, but no words are said. Although this vision is packed with information, you do not know where Leo is, who put him there, why he is there, who is chained next to him....)

The subject never knows he/she is being viewed even if the subject is using a *Detect magic* spell, *Wish* spell, etc. Conversely, the viewer can in no way communicate with the subject. This includes magical "communication" or non-physical contact. Spells cannot be stored in the mirror, nor transmitted through it. Psionic ability will not function through the mirror.

Only beings can be the prime focal point of the vision, never objects. (Example: The Sword of Jusiana cannot be seen; it is a magic weapon with a full name, but it is still only an object.)

Beings will be seen as they are at the moment of viewing, no matter what condition they are in or what they are doing. The vision seen and perhaps heard is always happening at present, never in the past or future.

The third power of the mirror is not widely known — because the knowledge of it can often cost the discoverer his/her life. *BM* can differentiate between normal usage and vandalism. Under normal usage, *BM* will allow pegs, nails, screws, spikes, drill bits or whatever to be used in order to hang it on a wall, hinge it on one side to become a secret door, put it on a floor base, etc. An observant character will be amazed to discover that *BM* is always in mint condition, because old screw holes and nail holes will heal and tiny chips and cracks accidentally made will mend themselves. When the glass is being cleaned or the frame is being polished, a contented "thrum" will emanate from the mirror as if it has a life of its own.

Any being which harms *BM* deliberately or accidentally will reap the terrible vengeance of the third magical power. At first, the mirror will absorb the actual damage, but once the damage has been done, within 4-9 turns (d6+3) *BM* will, within 1 segment, magically *heal* itself and cause certain types of damage to the one/ones who harmed it. (If 2% or less damage is accidentally done to *BM* during a 24-hour period, the mirror will consider it due to normal daily wear, *heal* itself and take no retribution.) If more than one character causes damage to the mirror, each one will receive an equal share of damage regardless of his/her degree of participation. An exception to this equal-injury rule is when an unwilling character is forced by another to damage *BM*. In such a case the unwilling character(s) will be spared and the one(s) who did the forcing will receive all damage. Any removed parts, such as the tigereye stones or the gold leaf, will at the time of repair teleport back to their settings on the mirror. There is no saving throw against magic allowed for characters or creatures who are damaged after harming the mirror.

If the damage is quickly repaired before *BM* has time to retaliate (within 4-9 turns, as above), nothing will happen to the one(s) who harmed it. Depending on the amount of damage, any spell that repairs non-magical items or cures beings will help repair the mirror — because it wants to be repaired! Any spell so employed will be effective up to the limits of its power and ability. Example: A Mending spell is powerful enough to reset a

tigereye stone but not strong enough to repair the shattered glass.

Any acts of the gods that harm *BM* will be countermanded by other acts of the gods that will prevent the harm or repair it. *Barlithian's Mirror* will last an eternity.

*BM* always follows certain courses of action against those who harm it:

Anyone removing the tigereye stones will lose 1 eye for 1 stone, 2 eyes for 2 stones, 2 eyes and 1 ear for 3 stones and 2 eyes and 2 ears for all 4 stones. (Loss of an ear includes the loss of the ability to hear plus the outer ear itself.)

Carving out hunks of the wood for non-normal usage will result in the carver losing an equal volume amount of fingers, toes, nose(s), hands, feet, etc. (Example: Leo cuts out a one-square-inch hunk of wood and the mirror takes a one-square-inch hunk of Leo, namely his big toe.)

Any cutting of names, initials, words, numbers, symbols, pictures or any other types of identification marks on *BM* will result in them magically appearing on the cutter's chest in the same size and depth of cut as they were inscribed.

Any removal of the gold leaf will result in an equal percentage of the taker's skin/hide being removed. If 15% or more of a character's skin/hide is removed, a saving throw against bleeding to death must be made. To calculate a character's chance of bleeding to death, add the percentage of the gold leaf remaining on *BM* and the character's present Constitution. A successful saving throw would be that number or less. (Example: Leo has removed 60% of the mirror's gold leaf. His number needed to save against bleeding to death would be 40 (% of the gold leaf remaining) + 15 (Leo's Constitution) = 55; a roll of 01-55 would spare Leo while a roll of 56-00 would let him bleed to death.) If uncared for, a character bleeding to death will lose 5% of his/her hit points per turn until, after 20 turns, no hit points are left and the character is dead. If a character loses 30% or less of his/her skin/hide, a *Cure serious* wounds spell will heal him/her, but if 31% or more skin/hide is lost, a *Cure critical wounds* spell (or better) must be used. All lost skin/hide left untreated will leave some permanent scarring. If 20-39% of a character's skin/hide becomes scarred, there is a 10% chance of that character losing 1 Charisma point; a 20% chance of losing 2 Charisma points for 40-59% scarred flesh; a 30% chance of losing 3 Charisma points for 60-79% scarred flesh; and so forth.

Burning *BM* will cause the arsonist to suffer equal damage in the same way that *BM* suffered: flaming torch for flaming torch, *Fireball* for *Fireball* and the like. Heat, electricity and *Wood warp* spell damage behaves similarly, with the latter causing the caster's bones to become misshapen, making the caster lose 1 point of Dexterity.

*BM* is immune to any form of gas, water, ice, cold, acid, or dispelling of its magic. Nothing will happen to the character who attempts such an attack on the mirror, because nothing will happen to the mirror.

If the mirror's glass is shattered by a character, the punishment is death. The smasher explodes into tiny pieces with the noise, force and shrapnel damage potential of a bomb. (Note: If more than one character shatters *BM*, EACH will take 100% damage and explode. This is the only other exception to the equal-injury rule.) Everything, creature or object, magical or not, within 10 feet of the exploding victim will be destroyed, with no saving throw, by the shrapnel. Except for *BM*, which will heal itself, everything within that 10-foot circle is forever unsalvageable. Beyond that circle, everything within 50 feet of the victim will take 4-24 (4d6) points of damage if it fails its saving throw vs. spell. The noise of such an explosion always attracts, within 1-4 turns, wandering monsters of the DM's choice.

**Experience point value:** --- (Artifacts bring no experience points.)

**Gold piece sale value:** 120,000.



## More feather tokens

by Edward J. Greenwood

Some newly discovered forms of *Quaal's Feather Tokens* are described below. Each token is usable but once.

### Bridge

A token which forms a magical bridge of force (cf. *Wall of force*), spanning any gap of 67" or less. Duration: 1 day (or less upon command of the user of the token).

Experience point value: 500

Gold piece sale value: 5,000

### Chest

A token which upon command forms a container that will appear as a silvery chest about a foot square. Any volume of material can be placed in this chest, so long as it can be passed through the chest's top (one square foot in area) and does not exceed 666 pounds in weight. The chest, which will last for one day, is watertight and airtight (unless the one using the token wishes otherwise) and always seems to weigh about five pounds, even when filled to its weight capacity. If the chest is dropped or thrown, it will drift very slowly through the air and come to rest gently.

Living things may be placed in the chest, but it will hold only one living thing at a time, regardless of weight. Anyone within the chest can control his supply of air and water despite the wishes of anyone outside the chest—even the person using the token—and can see out of the chest as though it were transparent. The chest is in no way a prison, although it may only be opened from the outside by someone who touches the token while the command word is uttered. From within, the chest may at any time be "passed through" and exited. This ability applies to anything having full awareness and any degree of locomotion, no matter how feeble. Thus, intelligent dancing swords, for example, could leave such a chest at will. Items in a chest when it vanishes at the end of a day will vanish with it.

Experience point value: 1,000

Gold piece sale value: 5,000

### Crown

A token which causes the holder to appear richly garbed, lordly and wise. This illusion last for one full day, or less than that if the token leaves the user's hand. Other beings will view the token-holder as a great personage, leader, or ruler, and will tend to respect him or her. They may also, of course, decide to seize or attack such a rich prize.

Experience point value: 2,000

Gold piece sale value: 2,000

### Flame

A token which creates a burst of flame on impact, when a

command word is spoken and it is thrown. If used as a weapon, the fireburst will do 2-8 points of damage to each creature or character in a 1" radius area around the blast. The flame can ignite flammable materials (such as cloth or wood) even in extreme cold or high winds, or when the material is wet, frozen, or otherwise fire-resistant; such a fire, unless quenched by magical means, will last for one full day, regardless of the amount of material, or less if so commanded by the user of the token. A sudden, hard impact upon the token (such as that caused by a blow or fall) within 1 round after the command word has been uttered will set the fireburst off.

Experience point value: 500

Gold piece sale value: 2,000

### Sword

A token which grows from a miniature blade to a full-sized steel weapon, enabling the owner of the token to perhaps smuggle a weapon in where it is normally forbidden. The full-sized sword will last for 4 turns, and then it vanishes. This token is highly prized by assassins. (Magic-users and clerics cannot, of course, fight with the sword.)

Experience point value: 1,000

Gold piece sale value: 6,000

### Wing

A token which causes miniature wings to appear on all solid objects (including living things) in a 2" radius sphere about its point of activation. These act as a *Feather Fall* spell; beings so affected cannot maneuver in the air, however, without other means (e.g. *Telekinesis*), but will merely fall slowly straight down. The wings will disappear from each affected object when it touches the ground or is grabbed out of mid-air by a character or creature.

Experience point value: 1,000

Gold piece sale value: 6,000

### Arbor

This token, activated by grinding it underfoot, lets the user take the form of a tree rooted to the ground at that spot. The tree will blend perfectly with surrounding trees with regard to type and size, and it will seem like a normal tree to all examinations short of a *Wish* or *Limited Wish*. However, when struck with a weapon the bleed as the user would normally.

Unlike the druidic *Tree* spell, anyone assuming tree-form by the use of this token loses awareness of self and surroundings, lapsing into a dreamlike state. He or she will remain so until 7-84 (7d12) days have elapsed, or until cumulative damage of more than half of the owner's hit points (at the time of the token's use) has been suffered. Awakening from the trance and returning to normal shape takes one round. All clothing, accoutrements, and paraphernalia change shape with the user, and are hidden by the token's magic so that *Locate Object* or *Detect Magic* (in the case of magical items) and similar magics will not reveal them.

Experience point value: 1,000

Gold piece sale value: 5,000



**Eye**

When this token is fitted over one eye, the object instantly confers upon the user the power of *True Seeing* (cf. the spell), save that the aura (and thus, nature) of a creature is not visible. The token vanishes when its powers are transmitted, and all of the token's effects last for 2 turns.

Creatures of less than 8 hit dice employing the Eye may look upon a *Prismatic Sphere* without harm, and so on. *Symbols* are clearly visible, and will not be triggered by the gaze of the token user, although they are in no way negated and will take effect upon touch, the gaze of others, etc. (cf. *Symbol* spell). Similarly, the user is immune to the confusion effects of a creature's gaze (e.g. *umber hulk*).

Alternatively, this token can be used to cure blindness in any one eye, merely by placing it upon the afflicted orb.

Experience Point Value: 1,000

Gold piece sale value: 7,000

**Finger**

When this token is pointed at any visible location and the word "There!" is spoken, the user will be teleported instantly to the location desired. This one-shot *Teleport* is limited in range by direct visibility, and has no chance of error. The user may choose any location — mid-air, a window, a treetop or minaret — and will safely arrive there, along with all that he or she was wearing and holding.

Experience point value: 500

Gold piece sale value: 1,000

**Key**

This token, when touched to a wall, gate, or door, will permit passage. Through walls, the token will open a passage 4 feet wide by 6 feet high by 10 feet deep (cf. *Passwall*). Through gates, the Key will eat away (in the manner of an acid) a 4-foot-diameter round opening with the lower edge touching the floor,

so that one may crawl through. The token will unlock, unspike, unbar, and unchain any door, negating any traps on it and also negating spells such as *Wizard Lock* and *Hold Portal*. The Key would not negate or trigger a *Glyph of Warding* or a *Symbol*, but would reveal its presence, causing the rune-or inscription to glow.

In all three cases the Key takes one round to make an opening, and the opening will be permanent, remaining until physically repaired, blocked up, etc.

Experience point value: 500

Gold piece sale value: 7,000

**Jug**

This token will upon command metamorphose into a pitcher from which will pour clean, drinkable water for 8 rounds, enough to fill a volume of 4 cubic feet. Once begun, the stream is unstoppable, and the *Jug* will dissolve into water droplets and join the tail of the waterflow.

A small number (5%) of these tokens pour holy water, and 5% give forth unholy water, but only when used by those of good or evil alignment respectively. A "special" jug will simply produce normal water when used by an owner of an improper alignment.

Experience point value: 500

Gold piece sale value: 2,500

**Bind**

This token, when placed against a door, will adhere to it and when commanded will close and seal the door with a *Wizard Lock* of power as if it had been cast by a 7th level magic-user. If placed in an archway or open portal (not more than 6" wide), it will upon command *Web* the passageway closed if firm anchor points for the web exist.

If thrown upon or touched to (successful "to hit" roll required) any one being or monster, it will serve as a *Hold* spell of 9 rounds



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duration. Creatures so touched can make a saving throw by rolling their number of hit dice or less on d20. ("Number of hit dice" is computed by adding one die for each four additional hit points, as per the saving-throw procedure described in the *Dungeon Masters Guide*.) Creatures existing on more than one plane gain +3 on their saving throws. Undead cannot be held by this token. Flying creatures so held will hang motionless in midair and will not fall.

A *Bind* may also be placed on, or just under, a horizontal surface (ground, stone floor, step, etc.), and will Slow for 9 rounds the first being to step or pass upon, or exactly over, it.

Experience point value: 1,600

Gold piece sale value: 6,000

### Spoon

This token will upon command metamorphose into a plate of a familiar, hearty meal. A plate replenishes itself until 4-16 people are fed. The meal keeps warm and palatable of itself, and can be covered and carried for long periods and distances without spoiling. The plate is edible, too: A single bite of it neutralizes all poisons in the eater's body, dissolves rot grubs harmlessly and cures the rotting disease of a mummy, the only disease it affects.

Experience point value: 750

Gold piece sale value: 5,000

### Stone

This token can be a stone of any small size, although it is typically found as a white, round pebble. When thrown or slung, it becomes a large rock and strikes as a +2 weapon. Such missiles are of the following diameters:

| Dice roll | Diameter (in.) | Damage caused |
|-----------|----------------|---------------|
| 01-05     | 4              | 1-4           |
| 06-15     | 8              | 2-8           |
| 16-30     | 12             | 3-12          |
| 31-70     | 16             | 3-18          |
| 71-85     | 20             | 4-24          |
| 86-95     | 24             | 4-32          |
| 96-00     | 28             | 5-40          |

Creatures struck are entitled to saving throws — at +1 if rigidly armored and/or with a ready shield, and with dexterity bonuses also applying — and, if this save is made, damage is halved (a glancing blow). The size of missile produced by this token is not usually known until the token is thrown. The thrown missile shatters upon impact, and the shards vaporize immediately.

Ten percent of these tokens are a special form: the *Avalanche*. This token will cause a rockslide if thrown or slung against a rocky slope or mountainside. The area affected and resulting damage are not under the direct control of the user of the token. If such a token is thrown or slung as a normal weapon, it strikes at +2 to hit, but splits in mid-air into a hail of 2-24 (2d12) 4" diameter stones, each of which does 1-4 points of damage. (If the "to hit" roll is successful, *all* of these missiles will hit the target.)

Experience point value: 500

Gold piece sale value: 2,000



## The Skull Mace

by Roger E. Moore

The *Skull Mace* is a magical weapon, initially indistinguishable from any other magical mace. It may only be fully used by an evil cleric. In the hands of any other character, it will perform as a +2 mace. A paladin or good-aligned cleric who grasps the mace will receive 2-12 points of damage per round it is held. Neutral clerics will take 1-6 points of damage per round they hold it. Any character can carry and transport the mace if de-

sired, and will not be damaged as long as the mace is not held or touched by the hands. The *Skull Mace* radiates an aura of evil if this is detected for.

When held by an evil cleric, the enchantments concealing its true appearance are dispelled. The mace head is transformed into a caricature of a human skull, which will remain until the evil cleric releases the mace, whereupon it returns to its normal appearance.

A *Skull Mace* may cast *Continual Darkness* twice per day as the owner of the mace wills. When it is used in combat against a human, humanoid, or demi-human opponent and the wielder scores a natural (unmodified) 20, the opponent will take double damage from the blow and must also make a saving throw at -2 vs. death magic or be slain immediately.

The wielder may also cast an *Animate Dead* spell once per day on any human, demi-human, or humanoid body or skeleton. Zombies and skeletons so animated will follow the directions of the bearer of the mace, but will remain in undead form for only one week. Thus, the evil cleric cannot control more than seven undead with this device at any one time.

Experience point value: 1,450

Gold piece sale value: 14,500



## Mace of Pain

by Thomas Zarbock

This is a +2 mace that has a 5% chance per hit (cumulative over consecutive rounds) of causing an opponent to fight at -4 "to hit" due to the extreme pain caused by the blows of the mace. The 5% chance accumulates in each round the mace is used, as long as at least one attack is made in each round and all consecutive attacks are made against the same adversary. Thus, a *Mace of Pain* which is being used in the fifth consecutive round against the same opponent has a 25% chance of bringing its "pain power" to bear upon the foe if a successful hit is scored in that round. The "pain percentage" accumulates whether or not a hit is actually scored, as long as an attack is attempted by the wielder.

Damage done by the mace heals at half the normal rate. If used to subdue, the mace causes 90% subduing damage and 10% actual damage. Creatures that do not feel pain will cause the mace to be treated as only a normal +2 mace, skeletons and zombies being two such examples.

Experience point value: 1,000

Gold piece sale value: 7,000

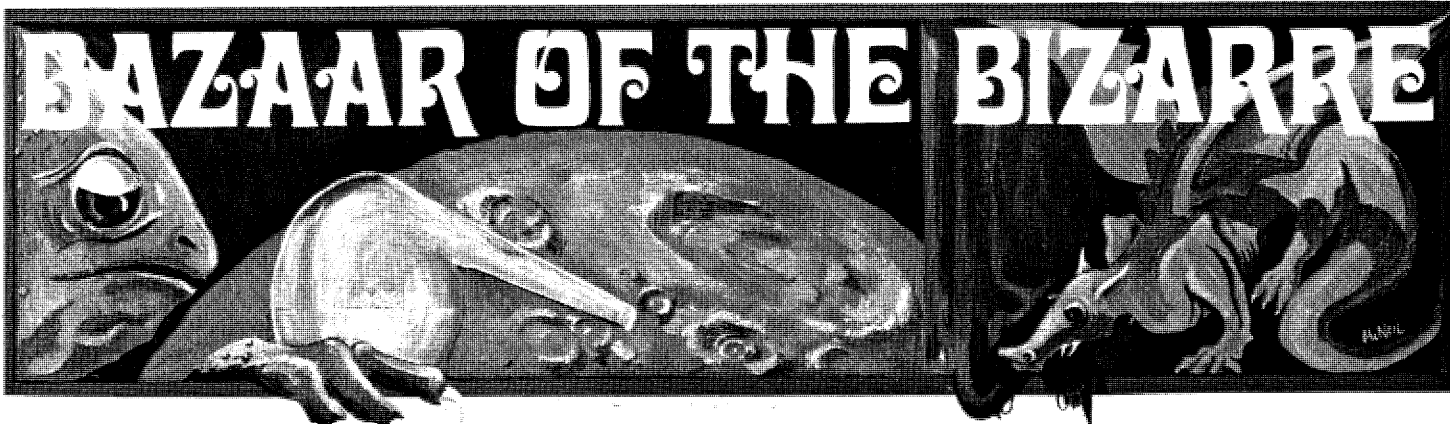
## Bottle of Undead

by Bruce Sears

This object is indistinguishable from an efreet bottle, but when activated it produces one or more undead creatures. Roll d% for each use of the bottle to determine the type and number of undead:

- 01-20 — Ghost (1)
- 21-35 — Groaning Spirit (1)
- 36-55 — Spectres (1-3)
- 56-70 — Vampires (1-2)
- 71-00 — Wraiths (1-6)

These monsters will immediately attack the opener of the bottle, then anyone else that is around at random. A *Detect Evil* spell will not reveal the specific nature of the bottle, although it will be identified as an evil object.



## High Anvil of the Dwarves

by Roger E. Moore

The skill of the dwarven folk at metalcraft is legendary, and through the ages they have continued to find ways of improving their abilities at smithing work. At some time within the last several centuries, dwarves learned the methods of creating a magical device that would make them more skilled as armorers, weapon makers, and smiths. The great cost of creating a High Anvil, however, has kept the number of these items down to a small scattering; only a very large dwarven enclave can afford to possess one of its own. High Anvils will never be found in the shops of dwarven armorers, weapon makers, or smiths who are located in cities and towns, where the danger of theft or damage to the anvil is too great.

The High Anvil is a large, elaborately carved anvil forged from an alloy of adamantite and steel. It radiates a faint aura of magic. The anvil weighs about 175 pounds and cannot be easily moved or carried; it is often fixed or welded to the floor of the main armory of a dwarven colony.

The workmanship involved in the forging and decoration of a High Anvil represents the best that the dwarves of the clan can offer. The anvil is frequently adorned with depictions of great events in the clan's history. While dwarves hold their High Anvils to be beyond price, a realistic appraisal of one's worth would probably range from 30,000 to 60,000 gold pieces.

When used for metalworking, the High Anvil adds +50% to the skill level of dwarven armorers (Dungeon Masters Guide, p. 29), and doubles their efficiency, effectively halving the construction time for any sort of metal armor.

Dwarven smiths using a High Anvil have their efficiency doubled in the forging of any item, and weapon makers may construct axes, swords, and the like at three times the normal rate by working them on the High Anvil.

Non-dwarven characters or creatures who use a High Anvil (a very rare occurrence, since dwarves are very protective of their treasures) will have +25% added to their skill as an armorer but will enjoy no other benefits.

The increases in skill level and decreases in construction time are not permanent for the characters involved, and only apply when a High Anvil is being used. Mithril and adamantite alloys may be worked with greater ease on a High Anvil, and any materials forged on a High Anvil are certain to be of high quality.

A High Anvil is created by a long and involved process of crafting and enchantment. The physical work upon the Anvil will take between 24 and 36 months, and can only begin after the members of the clan have taken 6-24 (6d4) months to decide on the anvil's shape, design, and decorations. Once the

anvil has been forged, it must undergo a ritual blessing by the most powerful dwarven cleric in the clan, and 4-16 (4d4) other clerical assistants. (The main cleric must be at least 6th level, and must be a member of the same clan as the dwarves who forged the anvil.) This blessing takes 5-8 days altogether, and the clan's patron deity is invoked for aid as part of the final enchantments.

A High Anvil is not commonly found in a treasure hoard. It might be discovered in the ruins of a dwarven stronghold, but even if a clan had been destroyed or driven off, another clan would attempt to keep the Anvil from falling into non-dwarven hands. Dwarves who do manage to gain possession of a High Anvil (from non-dwarves, of course, since dwarves do not steal from each other) will gain 10,000 experience points; the award is half as great for non-dwarves who come to own one.

## Helm of Subterranean Sagacity (Dwarven Detector)

This magical helmet comes in one size only, which fits any dwarf's head tightly yet comfortably. It appears much like a normal great helm, and has some of the same basic characteristics (gives AC2 protection to head, but allows vision in only a 60° arc to the wearer's front). When worn by a dwarf, it bestows upon the wearer the following benefits:

Quickness and efficiency in detecting facts about an underground setting are improved, so that a dwarf need only spend one round (at most) concentrating on detection of some fact, instead of as much as one turn. Any attempt at detecting a specific fact (as per Players Handbook, p. 16) is made with a bonus of +1 to the die roll. The chance of detecting "grade or slope in passage" increases to 100% (4 in 4 instead of 3 in 4), as does the chance of detecting "new construction or passage/tunnel." The chance of detecting "sliding or shifting walls or rooms" is raised to 5 in 6, and the chances of detecting "traps involving pits, falling blocks and other stonework" and of determining approximate depth underground are both 4 in 6 (use d6, not d4, for these rolls).

It is possible for a gnome, halfling, or other small humanoid to put on the helmet. But because it doesn't fit as tightly on non-dwarves, the magically enhanced impressions are not transmitted accurately. Gnomes, halflings, and other similar creatures who attempt to use the helmet must *subtract* 2 from die rolls to determine success. Thus, a gnome wearing the helmet has his chances (PH, p. 16) of successful detection reduced to 60%, 50%, 40% and 30% respectively (use d10 for all determinations). A halfling wearing the helmet has only a 25% chance of success at determining an up grade or down grade (1 in 4 instead of 3 in 4), and a 30% chance (use d10) of determining direction.

The Dwarven Detector acts as a normal helmet at all times when its subterranean detection powers are not being used.

# BAZAAR OF THE BIZARRE



## Evil dragon armors

by Roger Moore

In an era long past, an intrepid dragon-hunter and his wizard friend discovered that the hide of an evil dragon, if properly prepared, could be cut and formed into a suit of armor that provides protection against attack forms resembling the breath weapon of the dragon from which it was made.

To begin the process, an evil dragon (white, black, red, blue, or green) of at least adult age must be killed, without the use of magic and preferably by means of repeated attacks with blunt weapons. Even a single magical attack directed against a dragon, whether or not the spell casting succeeds and whether or not the spell causes damage to the dragon, will ruin the protective potential of the creature's hide and make later attempts at enchantment ineffective. If the dragon is hit with edged weapons, there is a chance the hide will be cut and marred to the extent that it becomes unusable as armor. For each successful hit on the dragon with an edged weapon (regardless of the amount of damage done), add 5% to the chance of the hide being damaged beyond use. (Thus, if a dragon takes 20 hits from edged weapons, there is no chance that the hide will be thereafter usable as armor.) If and when the dragon is killed, the chance that the hide is spoiled must be exceeded on a roll of  $d\%$  in order for the armor-making process to continue.

The hide must be removed with care, and at this juncture a very sharp edged weapon is essential to trim the hide as cleanly and efficiently as possible. The instrument must be able to be controlled with precision, which means it can't be any larger than a standard dagger blade. If the character doing the skinning uses a normal (non-magical) blade, there is a 30% chance that, despite his or her best efforts, the hide will not separate cleanly from the body and the resulting scraps of dragon-skin will be unusable as armor. If an enchanted blade is employed, the chance of failure at this step of the process decreases by 10% for each "plus" of the instrument; thus, with any blade of +3 or greater, successful skinning is assured.

Once the hide is removed and transported to civilization (assuming the dragon wasn't killed in the village square), the services of skilled armorers, leather-workers, and tailors must be employed to fashion the hide into armor. This process takes 21-30 days for each suit of armor, and prices for the needed services will be three times the standard rate. Only one set of armor may be fashioned from the hide of a single dragon.

The resulting suit of armor is equivalent to normal scale mail in armor class (6), maximum movement rate (6"), and bulkiness (fairly bulky). It weighs about 30 pounds, compared to 40 pounds for normal scale mail. The non-enchanted armor can be worn "as is," but if the non-magical armor is hit even once by an edged weapon, it will not be able to be enchanted after that.

Enchanting the armor must be done by a magic-user of 16th level or higher, who will insist on a generous payment in gold pieces, or the promise (and proof) of some other benefit that

might be offered. At least half of the payment must be supplied in advance, with the rest due when the armor is delivered.

The magic-user must first successfully cast *Enchant An Item* on the armor, and then apply a second spell (which varies depending on the armor type) to act as a catalyst, triggering the armor's capability to resist a particular attack form. This second spell must be applied (the casting must have been begun) within 12 hours after the completion of *Enchant An Item*. If the magicking process fails, either because the casting of *Enchant An Item* is unsuccessful or because the second spell is not applied within the required time, the magic-user is under no obligation to make another attempt free of charge.

The second step in the process depends on the type (color) of dragon hide used. To complete white dragon armor, an *Ice Storm* spell must be cast on the hide; for black dragon armor, the finished hide must be immersed in acid for 13-24 ( $d12 + 12$ ) hours; to complete green dragon armor, a *Stinking Cloud* spell must be cast on (around) the hide; for blue dragon armor, a *Shocking Grasp* spell is needed, and for red dragon armor, *Burning Hands*. None of these spells or substances will damage the armor they are applied to; their function is to activate the innate resistance in the hide which has previously been "brought to the surface" by the *Enchant An Item* spell.

When the enchantment is complete, the armor will be essentially equivalent to +1 scale mail: armor class 5, movement 9", weight 15 pounds. In addition, each armor type/color affords the wearer resistance or immunity to a particular attack form. The special properties of each type are:

White dragon armor — Resistance against white dragon breath, winter wolf breath, *Cone of Cold* spell, and other attack forms involving cold, ice, or frost.

Black dragon armor — Resistance against black dragon breath, giant slug spittle, ankhheg digestive acid, and other attack forms using acid or acid-like effects.

Green dragon armor — Resistance against green dragon breath, iron golem breath, *Cloudkill* spell, and other attack forms using poisonous gases.

Blue dragon armor — Resistance against blue dragon breath, *Lightning Bolt* spell, storm giant's lightning attack, and other sorts of natural or artificial (including magical) lightning or electricity.

Red dragon armor — Resistance against red dragon breath, *Fireball* spell, and other attacks using heat or fire.

"Resistance" includes these benefits: The wearer of the armor gains +1 on all saving throws against the specified attack form. The wearer is unaffected by any attack of the specified type that does 6 points of damage or less in a round. In all cases, the wearer is entitled to a -1 modifier on each and every damage die rolled (with a minimum of 1 point of damage per die). If the application of this modifier reduces damage taken in a round to 6 points or less, the wearer takes no damage (as stipulated above).

Although these suits of armor come from evil dragons, clerics and fighter-class types of all alignments may wear them.

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# BAZAAR OF THE BIZARRE

A selection of magical rings leads off our new series of reader-submitted magical items. Dungeon Masters may wish to adjust the gold-piece and experience-point values for these rings to better fit their own campaigns.

## Ring of Range Extension

This item allows any spellcaster (including rangers, paladins, and the like) to voluntarily extend the range of any spell cast, save those spells with ranges of 0" or touch. Each such ring contains 2-40 charges and cannot be recharged. Each charge used increases the range of any spell cast by the amount listed as the normal range. Thus, if one charge is used, the range is doubled; two charges triple the range, three quadruple it, and so on. A *ring of range extension* may be successfully used on spells cast from scrolls or other magical devices, but cannot be used to cast a spell into a plane other than that which the user currently occupies.

**XP Value:** 2,000

**GP Value:** 10,000

*Created by:* Mark Nemeth

## Ring of Clairaudience

This ring's gem is a small amethyst with a normal value of 100 gp. The amethyst is easily separated from the ring; it can then be placed in a location on which the owner wishes to eavesdrop. A pick pockets roll allows a thief to secretly slip the amethyst into the clothes of another character. Any character can hide the gem in an empty room, barring extraordinary circumstances.

Whatever is said within 60' of the amethyst is magically transmitted to the ring itself, and the words are then heard by the ring-wearer alone. The gem-ring connection has a range of 48", but only transmits sounds that could be heard by a normal human in the same location as the amethyst.

**XP Value:** 1,000

**GP Value:** 7,500

*Created by:* Marc Andreessen

## Ring of Teleportation

This enchanted ring commonly has 3-30 charges when found. The ring's gem is a deep blue spinel worth 500 gp if sold as an ordinary gem. The gem is easily separated from the ring and placed anywhere to which the ring's user wishes to be transported at a later time. By expending one charge, the wearer of the ring is *tele-*

*ported without error* to a safe location within 5' of the spinel. The gem can be retrieved and reused as long as the ring retains at least one charge. If no safe location exists near the location of the gem (say, if it is buried under 10' of earth or is inside a burning building), the ring expends four charges and nothing happens. The gem must be obtained in order for the ring to work again.

**XP Value:** 2,000

**GP Value:** 15,000

*Created by:* Marc Andreessen

## Ring of Command

A *ring of command* commonly has 3-30 charges when found. The ring has the following abilities, only one of which can be used at any one time:

1. *Command*: This ability duplicates the first-level clerical spell with the same name. Creatures with an intelligence of 13 or better (highly intelligent and above monsters) or with more than 5 HD or levels are entitled to a saving throw versus spells. A *command* uses up one charge for every round the *command* is in effect. For instance, an orc could be told to "die!" and would stay "dead" (unconscious) for five rounds if five charges were spent.

2. *Charm person*: This power is the same as the first-level magic-user spell. Two charges must be spent to *charm* a character, and an additional charge per day must be expended to continue the spell each day thereafter. The victim is allowed a saving throw vs. spells to negate the *charm*. A character using a *ring of command* can expend another two charges to try again, of course, in the event of spell failure.

3. *Suggestion*: This ability is similar to, the third-level magic-user spell. The target of a *suggestion* is allowed a saving throw vs. spells, as with *charm person* above. A *suggestion* costs two charges and lasts for one hour. More charges can be spent for additional hours, at a rate of one per hour, as desired.

All of these powers only work on the humanoids listed in the *Players Handbook* under *charm person*, and their counterparts in the FIEND FOLIO® Tome and *Monster Manual II*.

**XP Value:** 2,000

**GP Value:** 10,000

*Created by:* Marc Andreessen

## Ring of Phantom Form

The user of this ring can disperse his body's molecules at will, so as to become

totally intangible. This ring does not allow the user to become invisible, as he will appear to be translucent in form. (*Rings of invisibility* and *phantom form* cannot be used together at the same time. The spell *invisibility* can be successfully cast upon the user of a *ring of phantom form*, however.)

An intangible character cannot be hit by normal weapons, but is affected normally by weapons with a +1 or better magical bonus. An intangible character cannot physically attack, but may cast spells. Heat, cold, and electrical attacks (*lightning bolt*, *fireball*, etc.) affect an intangible character normally. The user of a *ring of phantom form* can move through screens, pipes, and other narrow apertures at a 12" movement rate. All items carried by a character in *phantom form* are likewise rendered intangible. If a character fails a saving throw against any magical attack form which can harm him, all carried items must likewise save vs. that attack form or else be destroyed.

**XP Value:** 1,500

**GP Value:** 7,500

*Created by:* Marc Andreessen

## Ring of Shape Changing

This ring commonly possesses 3-30 charges when found. Each of the charges expended allows the wearer to *shape change* as per the ninth-level magic-user spell *shape change*. The wearer of this ring may change back to his original form at will, without expending a ring charge. However, there is a 2% chance per shape assumed that the wearer permanently assumes the form of the thing into which he changes. In this event, the character assumes all mental and personality-related characteristics of this new form 2-16 days after taking the form. A character stuck in an unfamiliar form can only regain his former shape by having *dispel magic*, *alter reality*, *limited wish*, or *wish* cast upon him.

**XP Value:** 2,500

**GP Value:** 15,000

*Created by:* Marc Andreessen

## Ring of Tongues

The wearer of this magical ring can understand, read, write, and speak any language known by any creature within 30' of the ring, as long as that creature stays within the area of effect. Two rings of this sort within 30' of each other automatically cancel each other out. Additionally, it is possible for a character wearing this ring to learn a language (where this learning is warranted, as by an increase in intelligence or similar circumstance) from another character as expressed in the rules regarding language learning; half the normal time for this is required. (For further information on this, see page 34 of the *Players Handbook*.)

**XP Value:** 1,000

**GP Value:** 5,000

*Created by:* Marc Andreessen

### Ring of the Drow

This item is made of eight strands of different unique metals entwined to form a ring. The drow found it troublesome when their magical items deteriorated upon leaving their underground homeland for long periods of time; to combat this, they created this ring. The *ring of the drow* is only made in the drow homelands by clerics of Lolth. Its purpose is to keep drow-made items the wearer possesses from deteriorating. To do so, the ring radiates an aura of magical energy that duplicates the radiations deep in the drow homelands. This aura only affects the wearer and the wearer's possessions.

As a side effect of the ring's magical aura, a detect *magic* spell reveals the wearer to radiate magic strongly. In addition, a detect *evil* shows the wearer of one of these rings as evil, and a *know alignment* indicates that the wearer is chaotic evil, regardless of the wearer's true alignment. If the wearer uses the psionic power of *aura alteration* to try to change the aura, the wearer must save vs. spells or else change alignment to chaotic evil. If the wearer saves, or if the wearer fails the save but is already chaotic evil, the psionic power functions normally, and the ring's aura is temporarily changed.

To possess one of these rings is considered an honor among the drow, because it signifies that the wearer has traveled far from the homeland, and that he or she was aided by a cleric favored by Lolth. Drow will kill any creature other than a drow who possesses one of these rings.

**XP Value:** 1,000 (to drow); nil to others

**GP Value:** 5,000 (to drow); 1,000 to others

*Created by:* Mark A. Deforest

### Ring of Fire Starting

The beauty of this ring is obvious under even the most casual inspection. Its band is forged from a bright, silvery metal and has an intricate bas-relief of an ancient fire-tending ceremony carved into its surface. The stone is a 5,000 gp diamond and glows with a faint inner light. When it is worn, a slight sensation of warmth can be felt emanating from it.

If the wearer touches the stone to any combustible substance and speaks a command word, the material must save vs. magical fire or else burst into flame. The material need not be entirely dry or pure, and the conditions do not have to be temperate in order for the ring to function.

This ring has an unlimited number of uses. It is itself immune to all fire- and heat-based effects, magical or otherwise.

**XP Value:** 1,000

**GP Value:** 3,500

*Created by:* George Steenrod

### Ring of Quick Action

A *ring of quick action* enables a fighter, cavalier, barbarian, ranger, or paladin to gain the initiative at the start of melee,

regardless of any other factors, including the condition of the opposition. The ring can be used 2-20 times in this manner before it runs out of charges and becomes useless. Expending a charge is an automatic action requiring a mental command at the start of a melee round.

**XP Value:** 1,000

**GP Value:** 5,000

*Created by:* C. Borland

### Ring of Animal Magnetism

Once placed on a character's finger, this ring allows communication with all animals as if the wearer had an 18 charisma. The wearer may *speak with animals* for as long as the ring is worn, though the ring does not allow the wearer to *charm animals* in any manner. Only true animals (mammals, birds, fishes, reptiles, etc.) may be spoken to in this manner; magical "monsters" are not affected. For the purposes of this ring, assume that any creature capable of using magical spells is a "monster." Thus, a pegasus is an animal, but a unicorn is a monster; an owlbear or worg is an animal, but a bugbear (since clerical bugbears exist) or a winter wolf is a monster. The wearer may try to convince animals to work or fight for him, and reaction is checked as if the animals were randomly encountered humans. Animals will not attack the wearer of the ring unless attacked first, even if they are hungry.

However, 10% of these rings are cursed to draw any and all animals within one mile toward the wearer. The animals then surround the wearer and refuse to move, blocking the wearer's path in all directions. If the wearer or his party attacks any animal, all the animals attack the wearer at once. If the ring is removed (requiring a *remove curse* spell), the animals revert to normal, and either attack (1-2 on d6) or flee (3-6 on d6).

**XP Value:** 1,000 (Nil for cursed version)

**GP Value:** 5,000 (1,000 for cursed version)

*Created by:* Eric Bachman

### Ring of Neutralization

This magical ring can be employed by any character class. Its sole function is to protect the wearer from the effects of a predetermined offensive magic-user spell. Each ring has the ability to totally negate any damage or ill effects from a given specific spell, as noted in an inscription on the ring itself. A *ring of fireball neutralization*, for example, allows a character to stand in the center of a fireball blast and be totally unharmed. A *ring of neutralization* uses a charge every time a spell's effects are nullified. A typical ring of this sort, when found, has 4-16 charges. It can only be recharged by a 12th-level magic-user or higher, to a maximum of 20 charges, but this requires a prolonged and costly ritual (1 day and 1,000 gp per charge). A charge is lost from the ring for

each predesignated attack made on an individual wearing it. A *magic missile* or *Melf's minute meteor* spell forces rings matched for those spells to use a charge for each separate missile stopped. For example, if four *magic missiles* are negated by a *ring of magic-missile negation*, then four charges are used.

A *ring of neutralization* only nullifies one type of spell. For example, if a character is wearing a *ring of cone-of-cold neutralization* and is the target of an *ice storm* spell, he takes normal damage from the attack. Spells with similar effects are nonetheless considered different for purposes of using this spell-dedicated ring; a *delayed blast fireball* does normal damage if a character is wearing a *ring of fireball neutralization*. Similarly, a character wishing protection from both *lightning bolts* and a *chain lightning* spell would require two different rings.

Only the person wearing the *ring of neutralization* is immune to that spell's effects. Anyone else caught in the area of effect takes normal damage or suffers the effects of that particular spell.

**XP Value:** 1,500

**GP Value:** 7,500

*Created by:* Simon Parkinson

### Ring of the Bards

This rare magical ring, when worn by a character other than a bard, acts as a *ring of protection*, +2. It can be recognized by the engraved golden vines encircling the band. When placed on the finger of a bard, it retains its protection properties, but with a bonus. The ring then serves as a *ring of protection* +2, +4 *saving throws*. It also raised the bards *charm* percentage by 10%. This magic item is usually found in a wilderness or forest area.

**XP Value:** 3,000

**GP Value:** 15,000

*Created by:* Simon Parkinson

### Ring of Limited Telepathy

These rare magic rings appear only in pairs, each ring matching the other perfectly in appearance. This ring combination allows the wearer to communicate telepathically with the wearer of the other ring *only*, though there are restrictions on this. These rings have a *telepathic* range of 2,000 miles, but function only when both rings and their wearers are on the same plane of existence.

These rings are normally made and enchanted for a specific pair of users — for example, for a husband and wife, a pair of allied adventurers, or a brother and sister. Notice that in each case, one partner must be male and the other female. This is a function of the enchanting, which enhances sympathetic feelings between such pairs, capitalizing on gender attraction as well. Also, because the rings are enchanted for a *specific* pair of wearers, the chance that two persons randomly

finding such rings and being able to use them is almost nil.

A remote chance exists that two persons of the same gender who are very closely allied or related (e.g., twins, friends or lovers who have been together for at least 10 years, a parent and child, etc.) can make use of these rings, but the effective range is reduced to 500 miles, and there is a 20% chance per day that the rings do not function for that day.

Successful use of these rings allows each wearer a +4 saving throw against any sort of psionic attack, psionic discipline, or magical effect which affects the mind and will of the wearer. This includes all *charms*, *dominations*, *possessions*, *suggestions*, and *holds*, as well as *fear*, *quest*, *confusion*, etc. The use of *ESP* or *telepathy* by another person against the wearer of such a ring will immediately reveal the use of such rings to the skrying character. However, if the saving throw against the attacks mentioned above is failed, the ring-wearer's partner (who might not be present during the attack) must save vs. spells at +2 or else suffer the same spell or psionic effects. Thus, if a ring-wearer was subjected to a *scare* spell, the other ring-wearer must save vs. spells at +2 or else be scared as well. Use the Wisdom Spell Immunities table in *Legends & Lore* to determine which spells are applicable in these cases.

In the event of dire need, such as when one ring-wearer is unconscious, dying, or in great pain, a strong feeling of distress is felt by the partner. By complete concentration, the partner can determine the distressed ring-wearer's location. This takes a full turn to complete. If one ring-wearer is slain, the partner must save vs. spells (with will-force bonuses) or else pass into a coma for 2-20 hours.

**XP Value:** 1,000

**GP Value:** 5,000

*Created by:* David Newland

### Ring of Fashion

The *ring of fashion*, when commanded with the proper key word, immediately dresses the user in any sort of clothing the character can dream of, short of true armor of any sort (all costumes are AC 10). One out of 10 of all such rings allow the wearer to create heavy clothing that can be counted as padded armor (AC 8). Unfortunately, there is also a 1% chance that the ring will create a completely random set of clothing that lasts for 1-6 turns before fading. Such clothing appears in place of any other sort of clothing worn when the ring is activated. No metallic or metal-studded armor can be worn by the user when the ring is activated, or else the ring will not function. Magical metallic items of small size, such as rings, bracers, or jewelry, do not affect the function of this device. However, magical and normal suits of leather or cloth armor will vanish once this ring is activated, returning only

when the ring's effects are dispelled or negated. All magical girdles, boots, cloaks, and the like will likewise vanish and return later.

**XP Value:** 1,000

**GP Value:** 3,000

*Created by:* David Newland

### Ring of Annulment

While this ring is worn, magic controlled by the character has no effect. This includes magical items, spells, and innate magical powers. Spells cast at the character from an outside source, however, act as normal. Thus, *heal* or *fireball* affect the wearer normally, but the ring-wearer cannot cure his own wounds using magic.

A *remove curse* must be cast upon the ring in order to allow the wearer to remove it. A *dispel magic* spell has a 1% chance per level of the caster of negating the ring's powers for one round, allowing the wearer to remove it.

**XP Value:** Nil

**GP Value:** 2,000

*Created by:* John Annable

### Ring of Distraction

This ring appears to be a normal ring of any other sort. In combat, this ring is capable of generating a sudden burst of light and sound that is perceived only by one opponent in melee with the ring-wearer (including those firing or hurling missile weapons within a 60' range). The burst of light and sound is heard by no one else, and the target victim is designated by the ring-wearer's mental commands. This distraction causes the attacker to gain a -4 penalty on all attacks for the current round. If the opponent saves vs. spells, the penalty is reduced to a -2 "to hit" result. This attack is made at the start of a melee round, regardless of all other circumstances, as it is a mental command. The ring may be used in this fashion up to five times per day. Once placed on a finger, the ring reveals its powers to its wearer.

One out of five (20%) of these rings do not operate on a conscious mental command, however. These rings simply generate their flash and sound burst for the first five melee rounds in which the wearer is involved in combat in a day. As a result, the wearer might not immediately be aware that the ring is having any effect at all, though the ring-wearer's opponents may appear to act strangely. Another 5% of these rings are cursed (and cannot be removed without a *remove curse* spell) to cause the flash and noise-burst to affect the wearer himself and no one else.

**XP Value:** 1,000 (nil for cursed version)

**GP Value:** 5,000 (1,000 for cursed version)

*Created by:* John Annable

### Ring of Vapors

The origin of this unique ring is greatly disputed, but most mages agree that a

powerful figure among the air elementals had a hand in its creation. The ring appears as a small circlet of misty vapors that continually shift and change; the ring, however, is solid. Any character wearing the ring gains the following abilities:

|                 |                                         |
|-----------------|-----------------------------------------|
| At will         | <i>Fly</i> (12")                        |
| Once per day    | <i>Stinking cloud</i>                   |
| Once per day    | <i>Obscurement</i>                      |
| Thrice per week | <i>Wind walk</i>                        |
| Thrice per week | <i>Wind wall</i>                        |
| Twice per week  | <i>Aerial servant</i>                   |
| Once per week   | <i>Cloudkill</i>                        |
| Once per month  | Summon aid from Elemental Plane of Air* |

\* Wearer's alignment good — djinni; wearer's alignment neutral — 8 HD air elemental; and wearer's alignment evil — mihstu.

All spell effects are at the 16th level of ability. Summoned monsters will remain with the summoner for only 4-16 rounds, after which they depart. Summoned monsters will not attack the summoner unless attacked first, and they act in a friendly and helpful manner during the time they are present.

The wearer also receives a penalty on saving throws versus fire, against which he saves at -2 and takes +1 damage per die. It is possible that the maker of this ring is still hunting for it.

**XP Value:** 4,000

**GP Value:** 35,000

*Created by:* Harold R. Powell

### Ring of Lolth

On an unknown layer of the Abyss, Lolth, the Demon Queen of Spiders, fashioned this unique ring and bestowed it upon her most powerful priestess for the latter's faithful service during the Age of Despair, when the drow were driven into the underworld. Using the powers of the ring, the high priestess ruled a vast underground empire with an iron hand for hundreds of years, sacrificing thousands on the altar of her goddess. This reign of terror was ended by a massive assault against the subterranean Spider Temple by mercenary adventurers, at which time this ring was lost. It has reappeared from time to time, however, in the service of evil characters — particularly drow, of course.

At first glance, the *Ring of Lolth* appears to be a miniature figure of a black spider with curled legs and glowing red eyes. The legs curved down and around to form the ring shape. Any character sliding a finger through the legs, thus properly wearing the ring, is pricked by a hidden needle and must save vs. poison at -4 or die instantly. This save is instantly made for all pure-blooded drow. If the save is successful, the ring gives the wearer the following powers/abilities:

1. Immunity to all spider venoms;
2. Spider climb at will;
3. Cast a double-sized *web* (as per the spell) once per turn;



4. Cast *stones to spiders* once per day (this spell is identical to the clerical spell *sticks to snakes* in most respects, changing six stones into large spiders, as per the *Monster Manual*, for 12 rounds; all spiders so created are venomous);

5. Ability to sense enemies as per a *wand of enemy detection*;

6. Ability to *charm* and control all arachnids within 120' (no saving throw allowed if ring is worn by a drow; otherwise, a normal save vs. spells is given to the monsters); and,

7. Ability to shift out of phase as a phase spider, allowing wearer to attack opponents with a +3 to die rolls for surprise.

The drow will fight to the death to recover this ring if it falls into the hands of those who are not drow. In addition, there is a 2% chance per day (noncumulative) that Lolth's personal attention is drawn to any owner who is not a drow.

**XP Value:** 4,000

**GP Value:** 30,000

*Created by:* Harold R. Powell

### Ring of Languages

This ring is basically a limited version of the *ring of tongues* (listed above). Instead of gaining the ability to fully understand any language known by any creature within 30', the wearer gains a number of languages conferred by the ring while the ring is worn. The wearer not only understands these languages — he is also able to speak, read, and write the languages as if they wear his native tongue. Note that once the ring is removed from the finger, the wearer loses the ability to understand the languages the ring possesses.

It is possible, however, for a character whose intelligence has increased (thereby allowing the learning of one or more additional languages), or for a character with the ability to learn another language, to learn a language possessed by the ring merely by wearing it. This process requires the wearer to wear the ring consecutively for one month, after which time (due to the magically accelerated ability to learn) the character understands the language entirely, without the ring's further assistance. Only one language may be so learned at a time.

The number of languages possessed by a ring is determined by rolling 2d4; the languages are picked from the table listed on page 102 of the *Dungeon Masters Guide* or from a language table of the DM's own devising. A roll of 86-00 on this table indicates either a common tongue, an alignment language, the thieves' cant, or the druidic tongue, as determined by the following table. Duplications on this table are merely rerolled.

#### d100 Language

01-60 Human (common, foreign, or other)  
61-70 Lawful\*  
71-80 Neutral\*  
81-90 Chaotic\*

91-95 Thieves' cant  
96-00 Druidic tongue

\* Roll d6: 1-2, Good; 3-4, Neutral; 5-6, Evil.

**XP Value:** 1,000

**GP Value:** 5,000

*Created by:* Robin Jenkins

### Ring of Crius

Crius is the greater titan of density and gravity, and was one of those thrown down from power by his descendents (see *Legends & Lore*, page 62). Being jealous of the new (Olympian) gods that the mortals worship, and having a desire to control the fate of those on the Prime Material Plane, Crius placed a portion of his powers in a ring and cast it into the world. The ring is of plain copper with the name "Crius" engraved on the inside, and performs simply as a *ring of feather falling* until it is immersed in the blood of a cleric (of at least 5th level) of one of the Greek gods, at which time its true powers become known.

At will Decrease body density as per the psionic ability *body equilibrium* (the wearer takes double damage from all attacks at this time).

At will Create a gravity field around the wearer which causes all launched missiles (arrows, spears, etc.) to fall short and miss, if they fail to save vs. disintegration.

Once per day Increase body density to act as a triple strength stone skin spell (three attacks or attack sequences affected; the wearer is at half movement at this time).

Once per day Reverse gravity as a 10th-level magic-user.

Once per day Increase gravity in a 4" x 4" area to such a degree that all creatures and ob-

jects within this area are immobilized. If a save vs. spells is made, creatures are still affected as if under a *slow spell*.

A select group of clerics of Zeus have been chosen to search for and destroy the *Ring of Crius*. This brotherhood will go to any length to carry out their quest, for the ring is thought to be linked to a possible rebellion of the titans against the Greek gods.

**XP Value:** 3,500

**GP Value:** 25,000

*Created by:* Harold R. Powell

### Ring of Magic Resistance

As their name describes, these rings impart magic resistance upon their wearers. These rings do not increase the natural magic resistance a wearer may have — they do not provide a cumulative figure for magic resistance. For example, a being with a natural magic resistance of 50% wearing a *ring of magic resistance*, 45% does not gain a magic resistance of 95%; rather, the wearer gains the higher magic resistance of the two (in this case, the innate figure of 50%). Consequently, the ring is ineffective in respect to this wearer as a result. The effective magic resistance of the ring is obtained by rolling percentile dice and checking the table below:

| d100 roll | Magic resistance |
|-----------|------------------|
| 01-15     | 5%               |
| 16-30     | 10%              |
| 31-45     | 15%              |
| 46-60     | 20%              |
| 61-75     | 25%              |
| 76-85     | 30%              |
| 86-92     | 35%              |
| 93-97     | 40%              |
| 98-99     | 45%              |
| 00        | 50%              |

**XP Value:** 500 per 5% of MR (1,000 xp for 5%, however)

**GP Value:** 2,000 per 5% of MR

*Created by:* Bill Birdsall

### Ring of Health

Wearing the *ring of health* brings many benefits. The wearer is allotted the ring's set constitution, in as far as it pertains to health, recovery of hit points, ability to consume amounts of liquor, and system shock and resurrection percentages; this does not, however, pertain to hit points conferred by a high constitution whenever a new level is attained. For example, wearing the *ring of health* (constitution 16) would allot a 96% chance of successful

revival if the wearer is killed, while a *ring of health* (constitution 19) would give a +1 on saving throws versus poison. Neither ring gives the wearer any additional hit points. The ring must be worn for at least a week before the wearer gains its benefits. No benefits are realized by placing such a ring on a dead person in an attempt to revive him.

The type of ring is determined by rolling percentile dice and consulting the table below:

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| d100 roll | Effective constitution     | XP Value | GP Value |
|-----------|----------------------------|----------|----------|
| 01-45     | <i>Ring of health</i> (15) | 1,000    | 5,000    |
| 46-90     | <i>Ring of health</i> (16) | 2,000    | 6,000    |
| 91-95     | <i>Ring of health</i> (17) | 3,000    | 7,000    |
| 96-99     | <i>Ring of health</i> (18) | 4,000    | 8,000    |
| 00        | <i>Ring of health</i> (19) | 5,000    | 9,000    |

*Created by:* Bill Birdsall

# Bazaar of the Bizarre

## Three that ring true

by Bill Birdsall

*Bill Birdsall is an occasional contributor to our magical-item files, and we ran two of his magical rings in DRAGON® issue #117, in the "Bazaar of the Bizarre" column. Three of his rings for the AD&D® game were withheld due to space limitations, and we present them now. — RM*

### Ring of Rapid Regeneration

This ring acts as a normal *ring of regeneration* with one major difference — it regenerates 1 hp per round rather than one per turn. This ring is created by combining a *ring of regeneration* with a rare distillation of troll's blood and *potions of speed* during the enchantment process. One percent of *the rings of regeneration* found will be *rings of rapid regeneration*.  
XP Value: 5,000  
GP Value: 50,000

### Ring of Para-Elemental Command

The four types of *rings of para-elemental command* are lesser versions of the *rings of elemental command*. Each appears to be nothing more than a normal ring, but each has certain other powers as well as the following common properties:

1. Para-elementals of the plane to which the ring is attuned cannot approach within 5' of the wearer or attack the wearer. If the wearer desires, he may forgo this protection and instead attempt to *charm* the para-elemental (saving throw applicable at -2 on the die). If the latter fails, however, total protection is lost, and no further attempt at *charming* can be made. The properties below still function with respect to the para-elemental.

2. Creatures, other than normal para-elementals, from the plane to which the ring is attuned attack at -1 on their "to

hit" dice. The ring wearer takes damage at -1 on each hit die and makes applicable saving throws from the creatures' attacks at +2. In addition, all attacks are made by the wearer of the ring at +4 "to hit" (or -4 to the para-elemental creature's saving throw), and the wearer does +6 damage (total, not per die) adjusted by any other applicable bonuses and/or penalties. Any weapon used by the ring wearer can hit para-elementals or quasi-elementals, even if the weapon is not magical.

3. The wearer of the ring is able to converse with the para-elemental creatures of the plane to which the ring is attuned. Recognizing that the character wears the ring, the creatures show a healthy respect

to the wearer.

Note that the Dungeon Master is free to create any new para-elementals for the relevant planes as desired.

4. In addition, the possessor of a *ring of para-elemental command* suffers a saving throw penalty as shown in Table 1.

5. Only one power (whether major or minor) of a *ring of para-elemental command* can be used at one time.

*Smoke*: At will, the wearer produces the following magical effects: *wall of fog* (once per hour), *fog cloud* (twice per day), *solid fog* (once per week), or *free action*. The ring appears to be nothing more than a *ring of free action* until a certain condition is met (such as having the ring *blessed*, slaying a smoke para-elemental, or whatever is determined necessary to activate its full potential).

*Ice*: At will, the wearer produces the following magical effects: *ice storm* (twice per day), *wall of ice* (twice per day), *Otiluke's freezing sphere* (once per week), or *warmth*. The ring appears to be nothing more than a *ring of warmth* until the condition established is met.

*Ooze*: At will, the wearer produces the following magical effects: *grease* (once per turn), *melt* (once per hour), *rock to mud* (twice per day), or *water walking*. The ring appears to be nothing more than a *ring of water walking* until the condition established is met.

*Magma*: At will, the wearer produces the following magical effects: *burning hands* (once per turn), *affect normal fires* (once per turn), *flaming sphere* (twice per day), or *fire resistance*. The ring appears to be nothing more than a *ring of fire resistance* until the condition established is met.

Rings operate at the 12th-level of experience or the minimum level needed to perform the equivalent magic spell (if greater), with respect to range, duration,

**Table 1**  
**Ring of Para-Elemental Command**

| Ring type | Penalty                                      |
|-----------|----------------------------------------------|
| Smoke     | -2 vs. breath weapons or wind-based attacks. |
| Ice       | -2 vs. fire or steam.                        |
| Ooze      | -2 vs. petrification or polymorph.           |
| Magma     | -2 vs. cold or water.                        |

**Table 2**  
**Ring of Quasi-Elemental Command**

| Ring type | Penalty                          |
|-----------|----------------------------------|
| Lightning | -2 vs. water, steam, or cold.    |
| Steam     | -2 vs. lightning or electricity. |
| Radiance  | -2 vs. paralyzation or darkness. |
| Mineral   | -2 vs. petrification.            |
| Vacuum    | -2 vs. death magic.              |
| Salts     | -2 vs. poison.                   |
| Ash       | -2 vs. water or cold.            |
| Dust      | -2 vs. disintegration.           |

or area of effect determinations which might apply. The additional powers each take only five segments to bring forth.

**XP Value: 4,000**

**GP Value: 20,000**

### Ring of Quasi-Elemental Command

The eight types of quasi-elemental command rings are lesser versions of the para-elemental command rings. Each has certain powers (detailed below), as well as the following common properties:

1. Quasi-elementals of the plane to which the ring is attuned cannot approach within 5' of the wearer or attack the wearer. If the wearer desires, he or she may forgo this protection and instead attempt to charm the quasi-elemental (saving throw applicable at -2 on the die). If the latter fails, however, total protection is lost, and no further attempt at *charming* can be made. The secondary properties given below then function with respect to the quasi-elemental.

2. Creatures, other than normal quasi-elementals, from the plane to which the ring is attuned attack at -1 on their "to hit" dice. Also, the ring wearer takes damage at -1 on each hit die and makes applicable saving throws from the creatures attacks at +2. All attacks are made by the wearer of the ring at +4 "to hit" (or -4 to the quasi-elemental creature's saving throw) and the wearer does +6 damage

(total, not per die) adjusted by any other applicable bonuses and/or penalties. Any weapon used by the ring wearer can hit quasi-elementals, even if the weapon is not magical.

3. The wearer of the ring is able to converse with the quasi-elemental creatures of the plane to which the ring is attuned. Recognizing that the character wears the ring, the creatures show a healthy respect to the ring wearer.

Note that the Dungeon Master is free to create any new quasi-elementals for the relevant planes as desired.

4. In addition, the possessor of a *ring of quasi-elemental command* suffers a saving throw penalty as shown on Table 2.

5. Only one power of a *ring of quasi-elemental command* can be used at one time.

6. All rings of quasi-elemental command detect as magic, but do not identify precisely until a certain condition is met (such as having the ring *blessed*, slaying a quasi-elemental of the type to which the ring is attuned, or whatever is determined necessary to activate its full potential).

**Lightning:** At will, the wearer produces the following magical effects: *shocking grasp* (once per turn) or *lightning bolt* (four times per week).

**Steam:** At will, the wearer produces the following magical effects: *melt* (once per turn) or *fog cloud* (twice per day).

**Radiance:** At will, the wearer produces the following magical effects: *rainbow pattern* (once per hour) or *sunray* (twice per week).

**Mineral:** At will, the wearer produces the following magical effects: *transmute metal to wood* (once per day) or *wall of stone* (once per day).

**Vacuum:** At will, the wearer produces the following magical effects: *unseen servant* (once per day) or *negative plane protection* (four times per week).

**Salts:** At will, the wearer produces the following magical effects: *irritation* (twice per day) or *preserve* (twice per day).

**Ash:** At will, the wearer produces the following magical effects: *pass without trace* (once per hour) or *detect invisibility* (once per hour). The ring appears to be nothing more than a magic ring until the condition established is met.

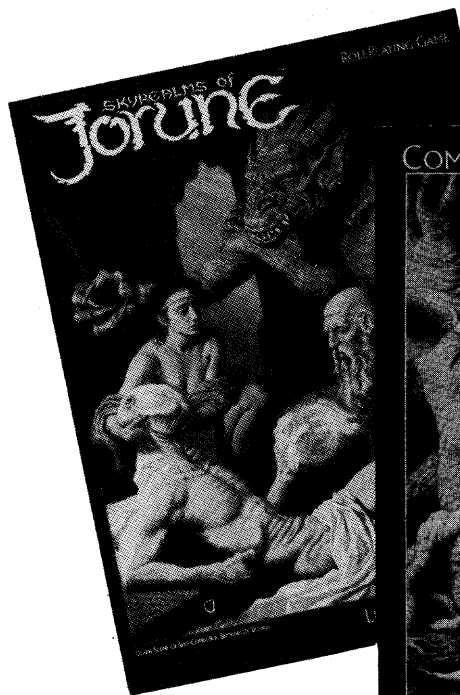
**Dust:** At will, the wearer produces the following magical effects: *dust devil* (once per day) or *transmute water to dust* (once per day).

Rings operate at the 12th-level of experience or the minimum level needed to perform the equivalent magic spell or wand effect (if greater), with respect to range, duration, or area of effect determinations which might apply. The powers take only five segments to bring forth.

**XP Value: 2,000**

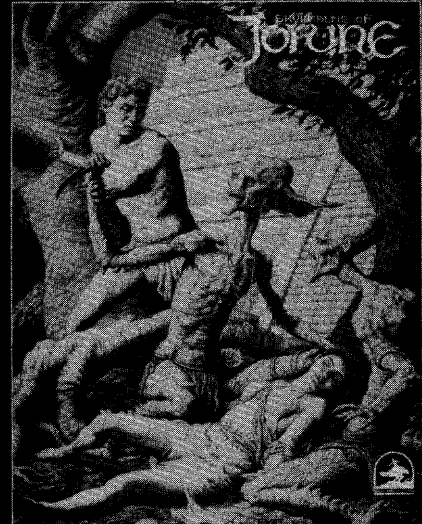
**GP Value: 10,000**

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# Bazaar of the Bizarre

## *The Magical Maps of Greyhawk*

by Lee Ian Wurn

Among the many lost and nearly forgotten treasures of Oerth are certain unique devices created in ages past by two sorcerers, Madd and Ztxar (pronounced "zar"). Though famed for their great skill at dweomercrafting, their only surviving works are a legendary set of magical maps, which have since been copied by others. The two men were known to have lived in the portion of the world presently called the Sea of Dust, prior to the Rain of Colorless Fire. During the holocaust, Madd fled with eight of the magical maps, though Ztxar perished with the rest of their works in the disaster.

After Madd escaped from the Rain of Colorless Fire, he settled down in an unknown city and led a peaceful life, teaching magical arts and experimenting with various forms of magic. A month before his death, Madd completed the creation of a new magical map and added it to the other eight in his collection. Sensing that his end was near, he handed his

maps to his favorite apprentice, an intelligent fellow named Dane. This lad then retreated to a reclusive life, during which he mastered the techniques of duplicating magical items. Applying these techniques to the maps, Dane was successful in duplicating them all.

Following news of his success, magic-users from all over the Flanaess came to see Dane, begging him to sell them the duplicates of the maps. Dane refused to do so and asked all the magic-users to leave. Soon after, he disappeared altogether with the maps and all their duplicates. What became of Dane and the original maps thereafter remains a mystery — but duplicates of his maps have appeared on occasion, and the duplicates have themselves been duplicated time and again. Because some of them have surfaced in the Free City of Greyhawk, these maps are generally called the Magical Maps of Greyhawk.

### **Description and properties**

All of the maps appear to be similar at first glance, but careful examination

reveals that the inscriptions, designs, and handwriting are distinguishing characteristics for each. Each of the original maps is made from ancient parchment which is still in superb condition. The left end of each parchment is attached to an old, ornately carved, round wooden stick. Each end of the stick is embedded with one gem of roughly 1,000 gp in value. Replicas are similarly decorated; it has become a tradition in the creation of these maps.

The symbol of Madd is imprinted on the original maps, though some of these originals have probably been destroyed. Most of the first-generation replicas bear Dane's symbol, and other replicas made by Dane's disciples either bear their own symbols or have no symbol at all.

These maps have several common properties other than their individual functions (including those duplicates made by Dane). The first property is that the maps cannot be cut, burnt by normal fires, or destroyed in any way except through the use of a *rod of cancellation*, *Mordenkainen's disjunction*, magical fires of any sort, powerful magical items like artifacts, wishes, or through other means as noted below. A saving throw as per parchment at + 6 vs. magical fire is applicable if subjected to magical flame. If this saving throw is failed, the whole map is burnt to ashes which have no special properties whatsoever.

The second property of the maps is that no runes, words, or inscriptions (magical or not) can be written on a map. If a *wish* spell or any other powerful magic, such as from an artifact, is used to write upon a map, a magical fire springs into existence, destroying the map. No saving throws are allowed. Other spells cannot harm the map.

Most of these maps have a limited number of magical charges placed into them during their creation. In order to use such a map, the bearer (who may be of any class or race) holds the map in his hands, looks at his surroundings, then utters a command word that expends a charge of the device. Each time a charge is used, a new diagram is created upon the map's surface, erasing any previous map diagram. None of the charges can be replaced; even a *wish* cannot recharge one of these maps. When all the charges of a map are used up, the map disintegrates into a powder. Every two days, the map erases itself. This erasure can also be voluntarily performed by the user before the two-day limit, using the command word.

Finally, the last property of the maps is that, whenever one of the maps is activated, the user (but no onlookers) must make a saving throw vs. death magic or be stunned for 1-10 rounds. During this period, the user simply stares at the map, unable to perform any other actions. Only *remove curse*, *dispel magic*, *negation*, *limited wish*, or *wish* can bring the user's state of mind back to normal during that

time. A charge is used, however, and the map functions normally. (Optionally, the Dungeon Master may have a charge spent but no map diagram appear in order to control the use of these maps.)

Brief descriptions of each magical map follow. Assume a 5% chance exists that a magical map found in the WORLD OF GREYHAWK™ fantasy setting is actually one of these maps.

### **Map of mapping**

In a dungeon, this map records whatever the user is able to see, given normal illumination and no upper sighting limit. Upon command, the map changes its scale to a suitable size and is therefore able to map features over a great area. Everything is mapped the way the user sees it. For example, the illusion of a door is mapped as a door. If the illusion is discovered as such or dispelled, the **map of mapping** will not record it again for that user. Traps, hidden or invisible items, and living beings do not appear on the map. A concealed or secret door appears on the map only if located. To simulate this item's effect, the DM should sketch out an accurate (though limited) map for the players as they progress through an underground or interior environment, creating a new map with each charge expended (see below). Some maps of this sort may have more limited indoor mapping ranges (generally out to 120' or so). Given the limited sighting ranges of most underground environments, this map is usually of limited use in dungeons and caves.

In the wilderness, the **map of mapping** records the area in a 10-mile radius, taking the spot the user is standing upon as the center. Again, illusions and concealed elements, such as **hallucinatory terrain**, are mapped as they appear. These "errors" disappear once the illusion is dispelled or discovered. The map only shows terrain features like forests, deserts, roads, tracks, cities, towns, villages, etc.; no living beings, vehicles, snares, or traps are mapped out. Then, too, only features that are immediately visible to the user are mapped (thus, the map is of limited use in a valley). This item has 30d4 charges.

### **Map of misleading**

This map appears to be exactly the same as a **map of mapping** until it is used, but the map records many terrain features falsely. There is a 1% chance per level of any magic-user using an **identify** spell for the true nature of the map to be detected. Unless the user makes a saving throw vs. spells upon using a charge, he believes the map is entirely accurate, despite whatever sort of terrain he actually sees (the user believes the actual terrain to be an illusion or hallucination). Anyone besides the user who looks at the map is required to make a saving throw as above at +2 or fall under the map's spell. The map's user, of course, believes nothing contrary to his own delusions. Though the user does not

resist having the map taken from him, the loss or destruction of the map will not cure his delusions of seeing doors which don't exist, walls in open spaces, etc. After a week, the user will not be able to function. Onlookers are similarly affected.

A **remove curse** followed by a **dispel magic** are required to ward off these ill effects. The **remove curse** should be cast on the person currently using the map. It affects everyone else under the map's spell if this is done; otherwise, only one onlooker is so freed from the map's power. The **dispel magic** spell then entirely removes the map's ill effects from any one victim (or from all at once if cast upon the map's user). If only the **remove curse** spell is cast on the victim, he returns to his former delusions unless **dispel magic** is cast upon him within a day. **Dispel magic** alone is useless. It is believed that the improper creation of a **map of mapping** results in the production of a **map of misleading**. These maps have no charges as such.

### **Map of magic**

This map functions as a **map of mapping** in every way except that it can also detect magical dweomers and auras (which are highlighted on the map in pulsating red). The exact sort of dweomer is not shown on the map or made known to the map's user. The **map of magic** contains 20d4 charges; each use for mapping (which includes the detection and location of magic) drains one charge. Magical items carried on living beings can be detected and located; invisible objects can be detected as well. Area-effect spells like **mass invisibility**, certain illusions, or **stinking cloud** which are still in effect can be seen on the map as zones of red. Only areas which can be seen within 120' indoors (or 120 yards outdoors) can be examined for such dweomers and auras, though the map will faithfully record areas much larger in size, out to the limits of a **map of mapping**.

Magic which is a permanent characteristic of a living creature (such as the magical resistance of a dragon or a wizard's ability to cast spells) cannot be detected. Magical items or areas hidden from view cannot be mapped.

### **Map of illusions**

This map also functions as a **map of mapping**, although it can also detect any form of illusion/phantasm spell within range. A map like this contains 20d4 charges; the expenditure per usage (which includes the mapping and detection functions simultaneously) is one charge. Magical (but not psionic) invisibility can be detected by this type of map, but only one function of this map may be used at any one time, either detecting for illusions or invisibility. It is possible to **dispel invisibility** on a certain object or being by using an additional charge from this map. A saving throw vs. spells is allowed if the target is a living being and is unwilling to have its

invisibility dispelled. This latter use does not erase the existing diagram on the map, but it cannot be used unless the map itself has detected the invisible target. The range of this device is 120' indoors or underground, and 120 yards outdoors, for purposes of detecting illusions; the map will still diagram areas out to the limits of a **map of mapping**.

### **Map of secret doors**

The functions of a **map of mapping** can also be found in a **map of secret doors**. As its name implies, this map has the ability to locate secret doors, which are shown as bright yellow dots on the map. The map contains a total of 20d4 charges. Each use to map an area and locate secret doors uses one charge. Traps of any sort cannot be detected, but concealed doors are revealed. The ranges of the detection functions of this map are 60' indoors and 60 yards outdoors; other mapping limits are as per a **map of mapping**.

### **Map of navigation**

This map can be used to record nearby areas on land or at sea. On land, the map shows a 20-mile radius around the user, recording only normal terrain features (forests, cities, villages, roads, trails, etc.) as per a **map of mapping**. However, this map was actually designed by Madd and Ztxar to work only on bodies of water. Somehow, the two made a mistake in the enchantment of this map, which led to the map's ability to work on land as well. The map is more potent when used from a waterborne ship. Usually, 30d4 charges are contained within.

The **map of navigation** has a 30-mile radius of effect when used from a ship. In this event, however, it will map no land features beyond a 20-mile radius. Thus, an island 22 miles away would be missed, as would features on a shoreline 27 miles away. A lake only two miles beyond the shoreline mentioned above would not appear, either.

Other information, like sea currents, ocean depths, ice floes, and so forth, may be gained from casting **legend lore** while using the **map of navigation**. The DM may add other useful or interesting navigational information as desired in this event. Additionally, ships within a 30-mile range are displayed on the map when **legend lore** is cast, and sea creatures over 20' in length and avian creatures over 25' long are shown as well. Each major feature appears in pictorial form with its own distinctive shape and coloration. The user automatically understands how to read the map and knows what each symbol means, though onlookers cannot see them.

### **Map of traps**

Like the other maps, this map is similar to the **map of mapping**. The **map of traps**, however, has the ability to detect traps which are within the range of sight, 60' indoors or 60 yards outdoors. This map

contains a total of 20d4 charges. One use to detect traps drains a charge.

Traps which have already been detected by the use of the map can be disarmed by draining one or two charges from the map. The person using the map must make a saving throw vs. death magic to disarm or deactivate a trap. The saving throw is at -2 if the trap is of a magical nature.

Nonmagical traps are permanently deactivated or disarmed using this map (cross-bow traps jam, poison is neutralized, pits are covered over by a wooden lid, etc.). Magical traps like explosive **runes** can be detected, but two charges are required to deactivate them permanently. If only one charge, perhaps the last one, is available, then the magical trap is only deactivated for 2d4 turns. Only one trap of the user's choice may be deactivated per charge.

### Map of distortion

This map exhibits all the properties of a map of mapping when examined. There is a 1% chance per level of a magic-user **identifying** the map to discover the map's true nature. The map's ill effects are not noticed by the user or any other person under its spell. Anyone looking at the map or so much as catching a glimpse of the diagram it displays must make a saving throw vs. spells or fall under the map's power. No saving throw is allowed to the user. This map has no charges as such. As with the **map of misleading**, it is thought that errors in the creation of a **map of mapping** result in a **map of distortion**.

The distances shown on the map differ from the actual distances to landmarks by 10-80%. (1d8 x 10) in any direction. All those under the spell of the map see the actual distance as being the distance shown on the map, even if they previously knew the true distances to the mapped landmarks. The user and all others who are affected perceive no inconsistencies between what the map shows and what the world shows them; if the user walks eight miles to get to a hill that the map shows as being four miles away, the user believes he has walked four miles. The effects from a single use of this map last

for two days, at which time the map erases itself (unless it has already been erased). Erasing the map before two days are up has no effect on the duration of the user's or onlooker's confusion. However, if the user activates this map more than once, he must make a saving throw vs. death magic (as is normally done upon each use of one of these maps) or else be **febleminded** as per the sixth-level druid spell. No onlookers are affected in any way by this second activation.

If the person using this map has activated it only once, that person (and all others affected by the map) suffer other visual distortions as well during the two days that the map's effects occur, even if the mapped area is left behind. If attacking, those affected by this map roll to hit at -4 and can be hit at +4. The players should not know of this adjustment.

To get rid of the ill effects, each person must be cured individually. A **remove**



Madd's symbol

curse followed by a **dispel magic** spell, both being cast on only one person at a time, must be employed. Anyone under a **feblemind** can be cured by a **heal** or **wish** spell. Throwing these spells on the map itself has no effect whatsoever. Only after all these steps are taken will the map lose its control over the minds of those affected. Destroying the map is of utmost importance, as failing to do so causes anyone who was once **febleminded** by the map to

become **febleminded** again within 2-8 days. If the map is destroyed, all of its victims are cured of whatever afflictions the map gave them.

### Madd's marvelous maps

**Madd's marvelous maps** are combinations of some of the maps listed above. Except for the **map of mapping and magic** the other maps listed below are all the creation of Dane, Madd's disciple. Madd actually created only one prototype of a **marvelous map**, which has since been destroyed. After Dane mastered the technique of creating magical maps, he duplicated the original before its destruction, and created even more versions by combining the functions of several maps.

It is worth noting that, during the creation of these maps, an unfortunate flaw is sometimes produced because of the instability of the magic involved. Upon expiration of a **marvelous map's** charges, the map might explode, causing magical damage as listed in each map's description. This inherent flaw was not detected by the creators, although it may be detected by any magic-user employing an **identify** spell on the map (which allows a 10% chance per level of noting the map's flaw). Not all of the maps created have this particular magical flaw.

### Map of mapping and magic

This map initially functions in all ways as a **map of magic**. After 20d4 charges have been used, however, the map has an 85% chance of becoming a **map of mapping** (with 10d4 charges) and a 15% chance of exploding in magical flame, causing everyone within 10' of the explosion to take 2d4 +2 hp damage (save vs. spells for half damage).

### Map of mapping and illusions

This map functions at first as a **map of illusions**. After 20d4 charges have been used, the map has an 80% chance to change into a **map of mapping** (with 10d4 charges) and a 20% chance that it explodes, causing 2d8 +2 hp damage to everyone within a 10' radius of the blast (save vs. spells for half damage).

**Table 1**  
**Magical Maps of Greyhawk Determination Table**

| 1d20  | Map type                           |
|-------|------------------------------------|
| 1-6   | Map of mapping                     |
| 7-8   | Map of misleading                  |
| 9-11  | Map of magic                       |
| 12-13 | Map of illusions                   |
| 14-15 | Map of secret doors                |
| 16    | Map of navigation                  |
| 17-18 | Map of traps                       |
| 19    | Map of distortion                  |
| 20    | Madd's marvelous map (see Table 2) |

**Table 2**  
**Madd's Marvelous Map Determination Table**

| 1d20  | Map type                          |
|-------|-----------------------------------|
| 1-3   | Map of mapping and magic          |
| 4-6   | Map of mapping and illusions      |
| 7-9   | Map of mapping and secret doors   |
| 10-13 | Map of mapping and traps          |
| 14    | Map of magic and illusions        |
| 15    | Map of magic and secret doors     |
| 16    | Map of magic and traps            |
| 17    | Map of illusions and secret doors |
| 18    | Map of illusions and traps        |
| 19    | Map of secret doors and traps     |
| 20    | Dane's version                    |



### Map of mapping and secret doors

This map works like a **map of secret doors** with 20d4 charges. When the charges are gone, there is an 85% chance that the map becomes a **map of mapping** (10d4 charges) and a 15% chance that the map explodes, inflicting 2d4 + 2 hp damage to each person within a 10' radius (save vs. spells for half damage).

### Map of mapping and traps

At first, this map functions as a **map of traps** with 20d4 charges. With the expiration of the charges, this map has a 70% chance of becoming a **map of mapping** (10d4 charges) and a 30% chance of being destroyed, inflicting 2d4 + 8 hp damage to every person within a 10' radius (save vs. spells for half damage).

### Map of magic and illusions

This map functions as a combination of the two types of maps mentioned in its name. Contained within the map are 10d4+10 charges. Each charge can be used to detect either magic, illusions, or invisible objects, with all of the range penalties and abilities noted for the two map types of which this map is composed. Additionally, charges may be used to render invisible objects visible as per the **map of illusions**. The map explodes when all of the charges are used up, causing 1d10 + 10 hp damage per person in a 10' radius. A save vs. spells applies for half damage; however, the user gains no save and always takes maximum damage, unlike with other sorts of exploding maps.

### Map of magic and secret doors

This map has all of the same functions as those mentioned in the **map of magic** and the **map of secret doors**. A single charge may be used to either detect magic or secret doors, but not both at once. Like

the **map of magic and illusions**, this map has 10d4 + 10 charges. Upon expiration of these charges, the map explodes, causing 1d12 + 8 hp damage to every person within a 10' radius. A saving throw vs. spells is allowed, though the user gains no save and always takes maximum damage.

### Map of magic and traps

This map is also similar in description to the **map of magic** — the added advantage being all of the abilities listed in the **map of traps**. This map also has 10d4 + 10 charges, each of which may be used to detect either magic or traps, or to negate any traps so detected. When these charges are expended, the map explodes, causing 2d4 + 4 hp damage to all within 15'. A saving throw vs. spells is applicable for

half damage, though the user takes maximum damage with no saving throw.

### Map of illusions and secret doors

This map functions as a combination of a **map of illusions** and a **map of secret doors**, with a single charge either detecting illusions, invisibility, or secret doors, or dispelling the invisibility on an object or being. This particular map has 10d4 + 10 charges. When all the charges have been expended, this map explodes, causing 1d12 + 10 hp damage to each person within a 10' radius (save vs. spells for half damage, except for the user who takes full damage with no saving throw).

### Map of illusions and traps

This map has 10d4 + 10 charges and functions as both of the map types noted in its name. A single charge will either detect illusions, traps, or invisible objects, and charges can be used to dispel invisibility on objects or persons. When all charges have been used, the map explodes, doing 2d6 + 4 hp damage to all within 15', with a saving throw vs. spells for half damage. The user, of course, gains no saving throw and always takes maximum damage.

### Map of secret doors and traps

This map works as both a **map of secret doors** and a **map of traps** and has 10d4 + 10 charges. One charge may be used to detect either secret doors or traps, or charges may be used to disarm traps as per the **map of traps**. When all charges have been used, the resulting explosion does 3d4 + 4 hp damage to all within 10', with a saving throw for half damage. The user takes maximum damage and gains no save against it.

### Dane's version

This map was created by Dane through the use of the various techniques taught to him by Madd. This map has 20d6 charges. For the most part, this map works as a **map of magic and illusions**, as noted above. Additionally, **Dane's version** has the ability to cast one **permanent illusion** or one **programmed illusion** per day, and one veil per week, as a 16th-level illusionist. Each spell drains one charge from the map. The illusions last until dispelled or until the time limit expires, as given for the spells. Any attempts to disbelieve illusions created by this map are made at -2. This map is one of the rarest, as the services of an extremely powerful illusionist are required by the magic-user creating it (Dane was lucky enough to be both himself). When all charges have been used, the map bursts into flame as per a **fireball** from a 12th-level magic-user. Saving throws vs. spells are allowed for all within 20' for half damage, except for the user, who takes maximum damage without a saving throw. All items carried by the user take a -6 on their saving throws vs. **fireball** if this occurs. Ω

Dane's symbol

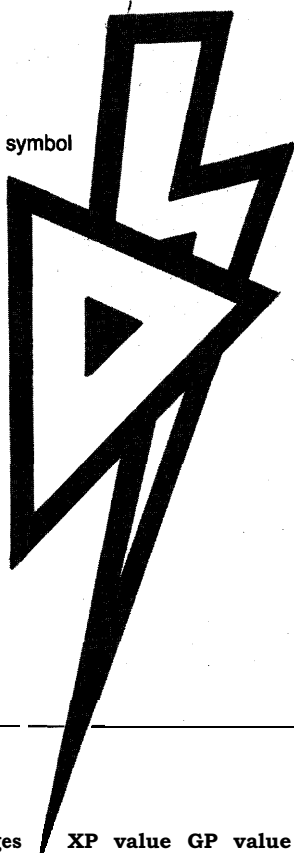


Table 3

Value Tables for the Magical Maps of Greyhawk

| Map                               | Initial charges | XP value | GP value |
|-----------------------------------|-----------------|----------|----------|
| Map of mapping                    | 30-120          | 3,500    | 21,000   |
| Map of misleading                 | -               | -        | 500      |
| Map of magic                      | 20-80           | 5,000    | 30,000   |
| Map of illusions                  | 20-80           | 6,000    | 36,000   |
| Map of secret doors               | 20-80           | 5,500    | 33,000   |
| Map of navigation                 | 30-120          | 5,000    | 30,000   |
| Map of traps                      | 20-80           | 5,500    | 33,000   |
| Map of distortion                 | -               | -        | 500      |
| Map of mapping and magic          | 20-80/10-40     | 6,000    | 36,000   |
| Map of mapping and illusions      | 20-80/10-40     | 6,500    | 39,000   |
| Map of mapping and secret doors   | 20-80/10-40     | 6,250    | 37,500   |
| Map of mapping and traps          | 20-80/10-40     | 6,250    | 37,500   |
| Map of magic and illusions        | 20-50           | 7,500    | 45,000   |
| Map of magic and secret doors     | 20-50           | 8,000    | 48,000   |
| Map of magic and traps            | 20-50           | 8,000    | 48,000   |
| Map of illusions and secret doors | 20-50           | 8,750    | 52,500   |
| Map of illusions and traps        | 20-50           | 8,750    | 52,500   |
| Map of secret doors and traps     | 20-50           | 8,250    | 49,500   |
| Dane's version                    | 20-120          | 9,500    | 57,000   |

# Bazaar of the Bizarre

## Treasures of the Orient

by Gregory W. Detwiler

*The following is a collection of magical treasures from the lands of Kara-Tur — items which fortunate Oriental Adventures characters may discover in their travels. Some of these items may also find their ways into more traditional, medieval cultures, where they may puzzle and surprise their finders.*

### Cloth of Steel

This 8'-long piece of enchanted cloth, upon utterance of the command word (usually found on the cloth), straightens out as if wielded by someone who knows the martial-arts maneuver Steel Cloth. Unlike the regular cloth used in the maneuver, the *cloth* remains straight even when not in motion, remaining rigid until a second command word is spoken to return the cloth to its normal form. In the rigid state, the *cloth* may be hurled; if thrust or thrown, it strikes as a *spear* +1. When rigid, the *cloth* is so hard that it may be used as a crowbar or as a long

spike for stopping sliding walls.

XP Value: 750

GP Sale Value: 5,500

### Shukenja Helm

This *helm* may be of any type (kabuto, hanburi, jingasa, etc.), and may be worn by any character who can wear helmets. When worn, it gives the protection afforded by the *shukenja* spell *mental strength*. In addition, the wearer of the *helm* may *meditate* for two hours a day (double that if he can already *meditate*). In combat, the *helm* gives the head AC -2, and, if the wearer is striking to subdue instead of kill, he gains a +1 advantage on both damage and "to hit" rolls.

XP Value: 2,000

GP Sale Value: 13,000

### Multiple Rod of Dancing

Upon first glance, the *rod* appears to be a normal three-piece rod. However, it is +1 on both damage and "to hit" rolls. The *rod* may also be used as a dancing weapon, but it always functions in this capacity as if it were owned by an 8th-level monk

who specializes in martial-arts weapons.

Upon utterance of the appropriate command words, the chain links of the *rod* may, at the will of the owner, become any of the following things: three dancing jo sticks, a dancing jo stick and nunchaku, or one or two jo sticks and a dancing nunchaku. Other weapons may be wielded by the user of dancing weapons. As before, the dancing weapons fight for five rounds at a time (or until recalled by the owner) as if wielded by an 8th-level monk. When the command word is spoken, the weapons are fully responsive to the will of the owner. When the *rod* dances in several pieces, it can engage up to three opponents at a time; the pieces may also concentrate on only one or two foes. When the command word of recall is spoken or when the time limit for dancing is used up, the detached pieces reunite and fly back to the owner's grasp. All detached dancing pieces are +1 weapons.

XP Value: 4,500

GP Sale Value: 25,000

### Staff of the Ninja

This *staff* appears to be an ordinary bo stick until checked for magic. It is +2 to damage and "to hit" rolls, and has other special abilities as well. If the appropriate command words are known, the following things may occur at the user's command:

1. A spear head slides out of one end, turning the weapon into a *shakujo yari* +2. The head retracts when the command word is repeated.

2. A sword blade juts out of the other end, turning the *staff* into a *shikomi zue* +2. As before, the blade retracts if the command word is repeated.

3. The *staff* has a saving throw vs. crushing blows of 1, making it virtually unbreakable.

4. The *staff* has balancing ability.

5. Once per day, each concealed weapon blade may be envenomed. The venom is wiped off and expended on the first successful blow, acting as if it had come from a *dagger of venom*.

6. The *staff* dances for five rounds, attacking the enemy as if wielded by an 8th-level ninja. The *staff* can dance as a bo stick, *shakujo yari*, or *shikomi zue*. The form in which the owner wishes it to fight, however, must be determined before the weapon is made to dance. When time runs out or it is recalled, the *staff* returns to the hands of its owner.

7. The *staff* acts as a *ring of water walking*.

8. Four times a week, the bearer of the *staff* can pass through stone or metal walls up to 3' thick.

XP Value: 5,000

GP Sale Value: 25,000

### Statue of Substitution

Upon close examination, this *statue*, reveals a small cavity in its back. The *statue* is hollow and large enough to hold one pint of blood. In order to make the *statue* work, the character to carry or use

it must have one pint of blood removed from his body and poured into the statue, which magically seals when full. Once this bond has been created, the *statue* benefits the character using it as if he were using the shukenja spell *substitution*. The first 20 hit points of damage the character takes in combat are absorbed by the *statue*, which disappears automatically when the limit is reached. The *statue* will benefit no one but the character whose blood it holds, and only one statue may be so used by a character at a time. If small amounts of blood from several characters are poured in, the *statue* will *not* give each of the characters limited benefits; it will, in fact, be worthless.

**XP Value:** 500

**GP Sale Value:** 10,000

### Stirrups of Horsemanship

When fitted on a horse, these *stirrups* give any character who rides that animal the same skills at riding that he would have if he had the horsemanship proficiency (this applies to riding skill, leaping onto the animal, using two-handed weapons on horseback while guiding the animal with the legs alone, etc.). The *stirrups* may be used on any horse or horselike animal (kirin, unicorn, etc.), and must be attached to the saddle trappings if they are to work properly. No additional bonus is given to characters who already have the horsemanship proficiency.

**XP Value:** 2,500

**GP Sale Value:** 12,500

### Tea Set of Skill and Grace

This *tea set*, made of the finest materials, enables its owner to conduct a tea ceremony as if he had filled a slot with the tea-ceremony proficiency. Possession of the set adds +4 to the chances of attaining utter concentration while conducting the ceremony; this benefit is the same whether or not the character has regular proficiency in the tea ceremony. The same +4 bonus applies if the character uses the set when engaged in a contest. If the character used the set while learning the ceremony, he will still have +2 on the chance of contest-winning and attainment of utter concentration without the set.

**XP Value:** 1,500

**GP Sale Value:** 2,000

### Dragon Lantern

This hooded *lantern* is shaped like the head of a dragon. When the handle is manipulated to reveal the light, the dragon's jaws are opened. This special *lantern* secretes that most brilliant of illuminating agents, dragon fat, producing enough so that the *lantern* may be used up to 20 turns a day. (Incidentally, regular dragon fat may be burned in ordinary lanterns; the amount needed to fill a lantern once is worth 3,000 gp.) The light from this lantern brilliantly illuminates an area equal to that covered by an ordinary

lantern's light, but in this case, the lighted area is equivalent to broad daylight. In addition, the light can be seen from a great distance, until the point the *lantern* is at is hidden by the curvature of the earth (thus, the *lantern* may also be used as a signalling beacon). Any creature who looks directly into the dragon jaws (equivalent to the chance of being caught by the gaze of a basilisk) is blinded for 10 turns unless treated by *cure blindness*.

**XP Value:** 3,000

**GP Sale Value:** 12,000

### Dragon Pearl

This is the magically-treated pearl carried by every oriental dragon. It always glows with a brilliant light so penetrating that it can light up every room in even the largest castle. (Only a special carrying sack of dragon hide or similar special leather will conceal the light.) When carried, the *pearl* acts as a *percept of health*. In addition, it can increase the size or amount of any ordinary substance it comes in contact with. People and animals grow fatter and healthier, crops grow larger, and piles of food (such as rice) increase in size. If placed in a barrel with a few drops of water, oil, or some other liquid, the *pearl* will soon have the barrel full to overflowing. However, this ability only works for ordinary materials; it cannot multiply a pile of coins or make gems increase in value. If buried, the *pearl* reveals its presence by the fact that the grass over it is always green and healthy, even in winter or in times of drought.

**XP Value:** 10,000

**GP Sale Value:** 20,000

### Dust of Revealing

This special *dust* is commonly found in one or more eggshell grenades, the price being that of one such powder-filled grenade. When released into the air, the *dust* magically expands to fill a 30'-radius 'area. Everything in this area affected by disguises is revealed for what it truly is. Shapechangers (such as lycanthropes and hengeyokai) are forced into their natural forms, all magical and mundane disguises

are removed, and spells such as *face* and *apparition* are nullified. Unlike *dust of appearance*, *dust of revealing* does not reveal invisible, astral, ethereal, or out-of-phase creatures.

**XP Value:** 1,000

**GP Sale Value:** 4,000

### Wand of Rust

This *wand*, which may be used only by wu jen (magic-users), is a potent weapon against armored foes. Every time a charge is expended, a pencil-thin ray of a rusty red color streaks out. Any metal object hit acts as though a *metal to rust* spell had been cast on it. Note: Because the beam is so thin, a save vs. wands means that the beam has missed, and could thus strike something else. The beam will travel 100' before dying out if it hits nothing.

As with the spell, the *wand* may also transform rust to metal. If one charge is expended while the *wand* is swirled around in a pile of rust (here the rust may be due to any cause), the affected item is restored as per the spell. If less than 90% of the item's rust is in that spot, the spell will not work, but the one charge will still be expended. The *wand* may be recharged.

**XP Value:** 6,000

**GP Sale Value:** 35,000

### Sword +1, Whirlwind Blade

This *sword* has from 8-16 charges which, once used, are gone for good. Whenever one charge is expended, the wielder of the *sword* may launch a whirlwind attack in the manner of an 11th-level kensai. All strength bonuses and the like possessed by the character still apply. Even a kensai may use this weapon, provided that it is not a magical version of his weapon of specialization. A kensai of 11th level or higher, if he can use the *sword* at all, may use the abilities; he may also still use his own innate whirlwind attack potential. If the character expends a charge while conducting a whirlwind attack of his own; however, no additional benefit is gained, and the charge is wasted.

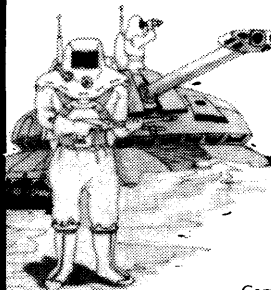
**XP Value:** 500

**GP Sale Value:** 2,500

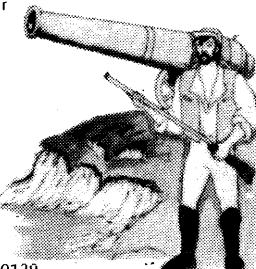
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*A bow is an archer's best friend*

# Bazaar of the Bizarre

Illustration by Jeff Merys







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Many of the magical and mundane items in our treasure files were archery treasures, particularly bows. Rangers, archers, and other warriors from any AD&D® game world should find these to be of great help in a tight spot. A set of magical bolts is included as a bonus.

Of all bows found, 50% are long and 50% are short. A second die roll reveals whether the bows are self (50%) or composite (50%). Crossbows are 75% likely to be light crossbows and 25% likely to be heavy crossbows.

---

#### Bow built for strength

As stated in the *Dungeon Masters Guide* under combat (page 64), "to hit" and damage bonuses for strength do not apply to the use of bows unless they are specially improved. These specially made bows are considered to be **built for strength**. Bows built for strength are superior to normal bows and are slightly larger and heavier. They are always of the finest workmanship and quality, taking a minimum of six months to fabricate. They can be made for any strength up to 18/00 and are priced at 1,000 gp per additional damage point, as follows:

| Strength | Damage | Value    |
|----------|--------|----------|
| 16-17    | +1     | 1,000 gp |
| 18       | +2     | 2,000 gp |
| 18/01-75 | +3     | 3,000 gp |
| 18/76-90 | +4     | 4,000 gp |
| 18/91-99 | +5     | 5,000 gp |
| 18/00    | +6     | 6,000 gp |

It must be noted that a character with a strength of less than 16 may not use a bow built for strength; likewise, a character with an 18 strength may not pull a bow built for 18/01-00 strength. However, a character with a strength higher than that for which the bow was built can fire it, although he receives only that damage bonus the bow allows. Note that these bows are nonmagical; thus, all normal weapons rules and restrictions (saving throws, etc.) apply. All bows (including cranked crossbows) may be built for strength from scratch, but no normal, nonmagical bow can be improved to gain strength bonuses.

**XP Value:** Nil

**GP Value:** 1,000-6,000

**Created by:** Dave Monson

## Gem bow

Created long ago by a prestigious halfling bowyer and the Arch-Mage Bendalyre, these bows (of which there are only three) were created to help the halfling societies combat their enemies. Over the years, the *gem bows* have disappeared from the halfling realms, and are now lost and mostly forgotten by the race that created them. They are all *short bows +1*, are of excellent craftsmanship, and have the ability to gain additional powers.

On the face of each bow is an indentation above the handgrip. If certain gemstones are set into this notch, the bow is then capable of bestowing one of three special powers on an arrow fired. Arrows must be nonmagical to gain these powers. The gems and effects are as follows:

| Gem type | Effect                              |
|----------|-------------------------------------|
| Diamond  | 1-6 hp damage +10 hp electric shock |
| Ruby     | 1-6 hp damage +10 hp fire damage    |
| Sapphire | 1-6 hp damage +10 hp cold damage    |

A *gem bow* gains one charge per 200 gp value of each gem. Gems set into a *gem bow* decrease in value by 200 gp as each charge is used, eventually becoming normal stones with the expiration of their charges. These bows function normally with respect to range and rate of fire.

**XP Value:** 1,000

**GP Value:** 7,000

**Created by:** Dave Monson

## Phantom bow

This appears to be a transparent bow with a sparkling string. When the string is drawn back, a shimmering arrow appears. Two such arrows can be fired per round as with a normal bow. The glowing arrows are +2 to hit and damage; the arrows vanish with no effect if they miss their intended target. The *phantom bow* fires 1d20 +40 of these arrows, after which point the bow vanishes.

The bow makes saving throws as per hard metal with a +2 modifier. Normal and magical arrows can also be fired from this weapon, but magical arrows gain no additional attack bonus. Each normal arrow fired from the bow gains a +1 bonus to hit and damage in addition to all other bonuses. Furthermore, these arrows can be fired without detracting from the bow's longevity (i.e., the bow's magic is not decreased by firing normal arrows).

**XP Value:** 1,500

**GP Value:** 10,000

**Created by:** Bob Reitmann

## Long bow of marksmanship

This magical long bow (either composite or self) also gives a +2 bonus to the "to hit" rolls of the user in combat. However, a *long bow of marksmanship* also gives the user a +5 bonus to hit against any nonliving target (including golems, undead, etc.).

This bonus is also gained when attempting a trick shot, as long as that shot is not intended to directly harm another character or creature. In other words, the +5 bonus applies to an attempt to shoot an apple off another character's head, hitting an opponent's weapon, or any similar shot.

**XP Value:** 1,500

**GP Value:** 7,500

**Created by:** Marc Andreessen

## Long bow of heartseeking

This type of long bow (self or composite) always has a +3 bonus to hit targets. It acts as a normal magical bow, except when a sufficiently high number to hit is rolled. Then, the arrow it fires strikes directly at the target creature's heart (if it has such), slaying the victim instantly. "To hit" numbers required for this attack are as follows:

| Opponent             | "To hit" roll * |
|----------------------|-----------------|
| Up to man-size       | 21-23           |
| Larger than man-size | 22-23           |
| Metal or stone* *    | 23              |

\* Consider only the bow's bonus of +3.

\*\* If the foe is using a spell or device that has transformed him into this material.

Certain creatures (such as elementals, golems, and undead) do not have hearts, and so would not be affected by this weapon. Shape-shifting creatures (such as doppelgangers) are not affected by this killing power, either. However, 10% of these bows have been enchanted to be useful against vampires, such that the bow can fire a wooden arrow into a vampire's heart and slay it on the spot. Any score of 20 or better, including all bonuses, means that the long *bow of vampire* hunting has killed its vampiric target. No other beings are so affected by this bow.

**XP Value:** 4,000 (2,000 for vampire hunting)

**GP Value:** 20,000 (10,000 for vampire hunting)

**Created by:** Mark Stafford

## Bow of fire teeth

When fired, this bow ignites any arrow it shoots. In addition to regular damage, the arrow does 1-6 hp fire damage. Magical arrows must save vs. magical fire if shot from this bow; if they fail the save, they catch fire and lose all magical enchantments. If they save, magical arrows perform normally. These arrows set combustibles aflame if the combustible material struck fails a save vs. normal fire.

**Fire bows** can set fire to a maximum of 10 arrows per day. The *fire bow* gives no "to hit" or damage bonuses other than the added damage from the arrow's flames. Such bows are generally red or yellow in color and have fire runes incorporated into their ornate designs.

**XP Value:** 750

**GP Value:** 5,000

**Created by:** David E. Cates

## Bow of ice fangs

This long bow, made of ivory and mithral steel, is believed to have been first created by the Elder Craftsmen of Niflheim (the area of Hades known to worshipers of the Norse gods as the land of the dead). Duplicates of the ice fang bow have since been crafted by human and elven mages. The main feature of the *ice fang bow* is that it creates *ice arrows* from water vapor in the air. The user need only pull on the bowstring and release it; the arrows are created instantly, but may only be fired at a rate of two per round, to allow the bow's magic time to recharge. These magical arrows are +1 to hit and do double damage (2-12 hp damage) vs. fire-using and fire-dwelling creatures. If used against any other sort of being, these arrows are merely +1 to hit and damage. Each *ice fang bow* can generate a total of 51-150 *ice arrows* before its magic fades. A nonmagical *ice fang bow* is still finely crafted and is worth 1,000 gp.

Unfortunately, in hot climates (120°F and up), the effective range of these arrows is halved. In environments where the temperature is over 300°F, the *ice arrows* cannot form. If normal or magical arrows are fired from this bow, they do not gain the bonuses against fiery creatures, and the bow performs in all ways as a normal long bow.

**XP Value:** 600

**GP Value:** 3,500

**Created by:** David E. Cates

## Bow of accuracy

The *bow of accuracy* is a simple yet effective missile weapon. The magic properties of this bow are a +3 bonus to hit and damage; likewise, all ranges within normal bow range are figured as short range in regard to this weapon.

**XP Value:** 2,500

**GP Value:** 15,000

**Created by:** Andrew Salamon

## Bow of distance

Like the *bow of accuracy*, this bow gives a bonus to hit and damage - a bonus of +2 in this instance. The difference between the two, however, is that the ranges of distance for the *bow of accuracy* are double that of a normal bow of a similar type.

**XP Value:** 2,000

**GP Value:** 12,000

**Created by:** Andrew Salamon

## Bow of speed

This weapon is +1 to hit and damage. If there are undamaged and nonmagical arrows within 10' of the bow, those arrows are *teleported*, nocked and ready to fire, as soon as the bowman pulls back the string. This allows the normal rate of fire for the archer to be doubled. Some 10% of these bows are able to *teleport* any arrow within 10', magical or not, to the bow for firing. The archer can only distinguish one arrow from another if the



arrows used are distinctive; all arrows to be fired are chosen at random.

**XP Value:** 2,000

**GP Value:** 12,000

**Created by:** Andrew Salamon

### Elven bow +3, last shot

This bow appears to be a normal magic bow of +1 enchantment; however, in the hands of an elf, the full powers of this weapon are evoked. Whenever an elf uses this weapon, it becomes a +3 magical weapon with ranges 50% greater than normal. The rate of fire is also increased by one arrow per round; this last arrow is fired after all other attacks have been completed for that round.

**XP Value:** 1,200

**GP Value:** 8,000

**Created by:** John M. Boback

### Elven bow +2, goblin bane

This bow appears to be a standard long bow +1; in the hands of an elven fighter, however, its full potential is realized. The +2 bonus is gained, as well as the following characteristics: Arrows fired have double-normal ranges and strike for double damage (2d6 + 2hp damage) against any giant-class humanoid successfully hit. This class of monsters includes those which may be struck for extra damage by rangers (as per *Unearthed Arcana*).

**XP Value:** 1,000

**GP Value:** 6,000

**Created by:** Gregg Sharp

### Cursed bow of warning

At first, this bow appears to be a bow +3, but when an arrow is fired from this bow, it always misses any living target which is of evil nature. Furthermore, the arrow's flight always alerts an evil victim and instantly directs his attention to the location of the user of the bow, negating all further surprise advantages. If the nature of this bow is discovered, the curse can be removed by magical means, such as through the employment of a *dispel* magic, *wish*, or *limited wish*, or by clerical means, such as through the employment of a *remove curse*. The curse is considered to be 12th-level magic. Once the curse is removed, the bow becomes a bow +3.

**XP Value:** Nil (1,500 without curse)

**GP Value:** 500 (10,500 without curse)

**Created by:** Dan Snuffin

### Crossbow of enchantment

This weapon casts a spell upon any nonmagical bolt placed in it, enabling it to strike any creature that can only be hit by a magical weapon. Note that there are no bonuses to hit or to damage; the crossbow merely enables one to have a chance against unnatural monsters with nonmagical bolts. No additional benefit is bestowed upon a magical bolt.

**XP Value:** 1,500

**GP Value:** 7,500

**Created by:** Gregory W. Detwiler

### Crossbow of Lir

This crossbow, which has a "to hit" bonus of +3, may be fired normally underwater at the same ranges a normal crossbow has on land, thereby giving underwater adventurers a badly needed missile capability. These bows are named after Manannan Mac Lir, Celtic god of the sea (*Legends & Lore*, page 28).

**XP Value:** 2,000

**GP Value:** 10,000

**Created by:** Gregory W. Detwiler

### Crossbow of levitation

This is a magical crossbow that gives its user the ability to levitate as per the spell. While using the *crossbow of levitation*, the owner's feet are not in contact with the ground; at the least, the bow owner remains 1' above any "ground" surface. Furthermore, the only other weapon the bow owner may hold in hand is a dagger or knife. If a levitate spell is used on the possessor, the bow loses all of its power for 2-12 rounds. This crossbow has a +1 bonus to hit targets, but offers no bonuses to damage done by bolts. The user of this crossbow gains forward movement at a

rate of 1" while *levitated*, but he can be towed by flying creatures.

**XP Value:** 1,500

**GP Value:** 7,000

**Created by:** John M. Parker

### Bolts of lightning

Also called *thunder bolts*, these bolts appear to be normal bolts until fired from a crossbow. After being shot, a *bolt of lightning* becomes a 7'-long bolt of lightning with a range equal to the maximum range of the crossbow which fired it (e.g., a *bolt* fired from a heavy crossbow has a range of 240 yards, and a *bolt* fired from a light crossbow has a range of 180 yards).

These *bolts* are +2 to hit and do 4-16 hp damage if they strike a target. A *save* vs. spells is applicable; if the *save* is successful, only half damage accrues to the creature struck. Furthermore, all creatures within a 15' radius of where this magical *bolt* hits have to *save* vs. petrification or be stunned for one round due to the ear-piercing clash of thunder which accompanies the strike.

*Bolts of lightning* are usually found in numbers ranging from 2-8. They are also often found mixed with normal bolts or with magical bolts of other types.

**XP Value:** 200

**GP Value:** 1,200

**Created by:** John M. Boback

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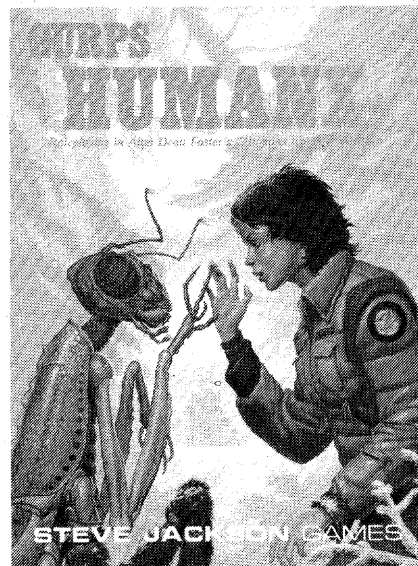
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# Bazaar of the Bizarre



Illustration by Jim Holloway

## Black & Decker would be proud

In honor of April's spirit of fun, we present an item that was originally set for AC11 The Book of Wondrous Inventions.

### Chainsword +3

The *chainsword* is a huge, unique, two-handed sword that has the special purpose of slaying treants. This weapon was created by a very secretive wizard named Jufe Bairo, who did the work under the commission of an evil warrior named Regenetir. Apparently, Regenetir has a great hatred of treants; the source of his anger is unknown (the bards didn't do a very good job of recording this story).

Regenetir, though certainly over 50 now, still actively hunts for treants. Recently, in fact, Regenetir came upon a treant and several druids at a place where many forest paths meet. A slaughter ensued. Because of the human casualties, the incident has become very famous and is called the Nexus Chainsword Massacre.

The *chainsword* itself is somewhat unu-

sual, though it lacks decoration. About the edge of the blade is a series of small metal teeth set on a metal loop, like the band on a modern chain saw. An additional handle is mounted on the side of the weapon to aid in balancing it while the *chainsword's* toothed band is running. The weapon is 6' long and weighs 250 gp. When it was created, it cost 12,500 gp and took 55 days of labor. The construction of the *chainsword*, in addition to its +3 enchantment, also required the research and development of a new spell that Jufe called *motion*. This research cost an additional 5,000 gp and took an undetermined amount of time.

Any being struck by the *chainsword* while it is "turned off" takes damage as normal for a *two-handed sword* +3. If the toothed band is activated with the command word ("Gettum!"), an additional 1-6 hp damage is done by the rotating teeth. If used against an opponent wearing armor, the opponent's armor must save vs. crushing blow or be reduced one step in value;

magical armor failing this save is made nonmagical. If a treant is struck by this weapon, the rotating teeth are automatically activated, and the treant must save vs. petrification or be sawed in half and slain. Only treants are subject to this destructive effect. If the toothed band is activated, the user must hold the weapon by the hilt and by the secondary handle on the sword's blade in order to control it. Special attacks made without the use of the secondary handle are at -2 to hit.

Details of the *motion* spell propelling the *chainsword* have been kept secret by Jufe, though spies have found it is a fifth-level spell which creates instantaneous velocity to affect the movement of an object. If cast on the wheels of a wagon, for example, the *motion* spell would allow the wheels to move independently of outside forces (such as horses, downhill slopes, etc.). Without *permanency*, the *motion* spell lasts only one turn per level of the caster, but during that time it may be turned on and off at the caster's command. This spell was cast upon the toothed band of the *chainsword* and made permanent. When the *chainsword* is activated by command or by striking a treant, the *motion* spell causes the toothed band to rotate at a tremendous speed and with great noise. The toothed band wraps around the blade of the sword and through a hollow spot at the top of the hilt, allowing it to rotate in a continuous loop. The user, of course, loses all chances to surprise foes.

Certain imperfections found in the *chainsword's* operation may plague the wielder. First, when the weapon is cutting through a treant, the *chainsword* has a 10% chance to become jammed in place. The *motion* spell continues to operate, but since the toothed band can no longer move, the entire sword is swung about. A strength check must be made on 1d20 to hold onto the sword and withdraw the blade. If the roll fails, the *chainsword* tears itself from the user's grasp and is stuck, requiring a *bend bars/lift gates* roll to free it. If the user manages to hold the jammed weapon, the sword makes a saving throw vs. crushing blow (as hard metal +3); failure indicates that the toothed band snaps, is flung from the weapon, and is either lost in the surrounding area or hurled at the wielder for 2-16 hp damage (50% chance for either result).

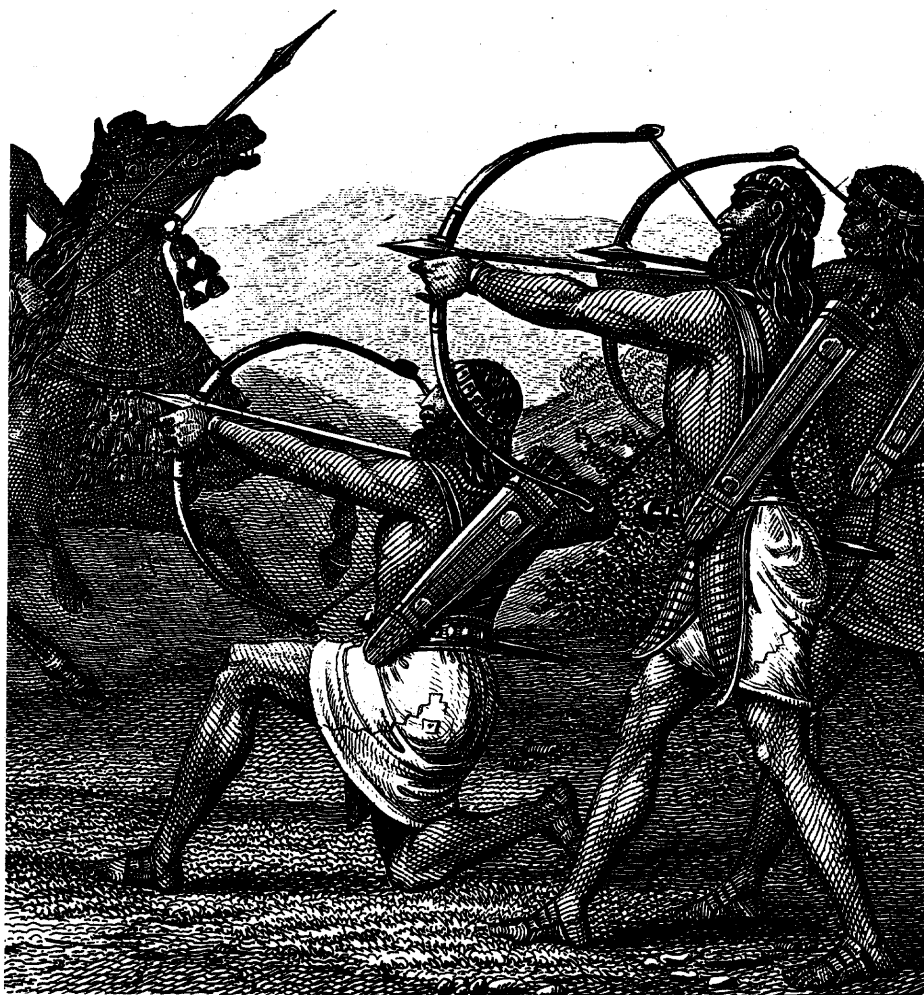
An adventure involving this weapon could result when the toothed band is hurled from the weapon and lost in the underbrush of the surrounding area; the PCs might be hired by Regenetir himself to find the item, which may now be in the possession of a monster. Angry druids may hire the PCs to track down Regenetir and destroy the device. Finally, other NPCs may hire the PCs to "acquire" the weapon or the *motion* spell for their own use and study. Details of the spell should be worked out by the DM.

**XP Value:** 1,500

**GP Value:** 12,500

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# Bazaar of the Bizarre



## *Magical quivers and unusual arrows*

*In DRAGON® issue #127, we presented an assortment of magical bows for eagle-eyed archers. This month, more archery equipment is offered — some strange and unusual quivers with magical powers of their own, and some nonmagical but specialized arrows for creative bowmen.*

### **Magical quivers**

#### **Frief's magical quiver**

*Frief's magical quiver* looks like a normal quiver, but radiates magic. If found on a captured or slain opponent, it contains 3-12 normal (70%) or magical +1 (30%) arrows. If found in a treasure hoard, it contains only 3-12 normal arrows, as the magically created ones lose their powers if they haven't been used for four weeks. *Frief's magical quiver* functions as a normal quiver until it contains only one magical arrow of any sort.

When only one magic arrow is left, that arrow disappears and is replaced by 12 arrows with a magical bonus one less than that of the original arrow; e.g., an arrow +2 is replaced by 12 arrows +1; an arrow +1 is replaced by 12 magical arrows with no "to hit" bonus (but useful against monsters like lycanthropes or gargoyles); a magical arrow with no bonus is replaced by 12 normal arrows; etc. This continues until only normal arrows are left, but only one replacement occurs per day. The quiver does have one drawback; if an *arrow of slaying* is the arrow that would be replaced, 12 cursed arrows -1 appear. Also, under no condition can the character get experience points for the created arrows.

**XP Value:** 1,100

**GP Value:** 4,500

*Created by:* Ed Knight

#### **Quiver of arrow storing**

This quiver appears to be a normal quiver, although it has magical properties much like a *bag of holding*. Up to 200 arrows can be held in this quiver without adding any further encumbrance to the bowman (the quiver itself weighs as much as a normal quiver without any additions from the quiver's contents). The arrows within the quiver are easily accessible and may be of any sort — though finding the exact magical arrow desired may prove difficult.

**XP Value:** 1,000

**GP Value:** 4,000

*Created by:* Andrew Salamon

#### **Specialized arrows**

No experience-point values are given for any of these arrows, as they are not magi

cal. An expert craftsman is required for many of these arrows, as some ironworking, fletching, and carpentry skills are needed.

### Flaming arrow

This type of nonmagical arrow has had its tip coated with pitch, a highly flammable substance that was used in sieges during medieval times. For game purposes, allow the PCs to purchase (for 5 gp) or find a jar of pitch containing up to 20 applications. Once set alight, these fiery missiles cause an extra point of damage to any creature hit. If contact is made with a flammable, nonliving object, the object is set afire within one turn. Creatures especially susceptible to flame attacks (e.g., trolls) take 2 extra hp damage when struck. It takes one round to prepare a pair of flaming arrows, which can then be lighted and shot in one round.

DMs should discourage players from carrying prepared arrows for two reasons: the mess and the potential danger. If the players insist in spite of warnings, the DM might consider having another character come too close with the torch he is carrying.

### Spiral arrow

This nonmagical arrow has its flights (feathers) set in a diagonal fashion to its shaft. When fired, the angled flights cause the arrow to spin, thus creating a drilling motion which is quite effective in penetrating armor (doing 1 extra hp damage as a result). An arrow of this type can only be fashioned by an expert fletcher.

**GP Value:** 1

### Blunt-headed arrow

This is another type of nonmagical arrow — one that may allow players to take prisoners alive by rendering them unconscious. The arrow has a bulb-shaped, wooden head which is sometimes covered with metal. A blunt-headed arrow does only 1-3 hp damage, with a 5% chance per point of damage of knocking the victim unconscious for 1-4 rounds (whether helmeted or not).

**GP Value:** 1 sp

### Barbed arrow

This nonmagical arrow resembles a normal arrow except for its barbed head. A barbed arrow does normal damage when it hits and penetrates the flesh; when removed hastily, however, this arrow does an additional 1-2 hp damage. Often, the head of the arrow has a small ring to which a light line can be attached for shooting fish. Proper removal of this arrow from a wound takes 2-8 rounds to avoid further injury.

**GP Value:** 1 ep

### Arrow of sleep

This normal arrow is coated with a poison that renders the victim unconscious if he fails his saving throw vs. poi-

son. This effect only occurs if the arrow has penetrated the flesh; the poison takes three rounds to put the victim to sleep. Each round, the victim then suffers a -1 to hit until a maximum of -3 has been reached. This "to hit" penalty lasts for 1-8 hours. Sleep lasts 1-4 hours. Though possession of poisoned arrows is considered evil, this sort of arrow might be allowable for some good characters.

**GP Value:** Variable; usually 50 and up

### Broad-headed arrow

This nonmagical arrow has a wide, triangular head that inflicts terrible damage to those struck. A broad-headed arrow does an extra point of damage when it hits. Players attempting to sever a rope by shooting a broad-headed arrow at it should be given a +1 to hit because of the width of the arrowhead.

**GP Value:** 1 ep

### Wooden arrow

Though this wooden-tipped arrow does -1 hp damage against a normal opponent, it inflicts special damage against vampires. If the archer is able to hit a vampire in the heart with such an arrow (on a "to hit" roll of 20), the vampire "dies" (as per the *Monster Manual*, page 99) immediately. This arrow is good, too, against rust monsters.

**GP Value:** 5 cp

### Corded arrow

This type of nonmagical arrow has a small ring set in a thick shaft near the flights. When used with a light but strong cord, a corded arrow can be used to cross gaps between buildings or to recover small inanimate objects from a distance. This sort of arrow is not worth using as a method of creating a swing that can support a human-size character, but very small creatures might use it in this manner (if they weigh less than 20 lbs.). The range of this arrow is cut to one-tenth normal because of the weight of the cord. This sort of arrow is typically sold with 120' of strong cord.

**GP Value:** 6 (with 120' cord)

### Grappling arrow

Similar in many ways to a corded arrow, the tip of a grappling arrow is fitted with a small, strong grappling hook. (The bow is merely used as the method of propulsion for this device.) When an attempt is made at snagging the hook, the DM should decide on an armor class to represent the difficulty of the maneuver. A successful hit means the hook is in place. A tug then sets the hook and breaks the unnecessary shaft. There is a 10% chance that the hook will dislodge during this action. A hook usually supports up to 200 lbs. of weight before collapsing. This arrow's range is as for the corded arrow.

**GP Value:** 10 (with 120' cord)

*Arrows created by: Gordon R. Menzies*

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# Bazaar of the Bizarre

Illustration by Jim Holloway



The jester NPC class appeared in DRAGON® issue #60 and was reprinted in the Best of DRAGON® Magazine Anthology, volume IV, pages 21-23. Magical items for jesters are often quite unpredictable, as is only fitting. Unfortunately (at least from the jester's point of view), these items are also quite rare, typically being in the possession of other high-level jesters or in the private collections of the rich and powerful. The DM should see to it that the powers of such items, especially such items as the *paddleboard of wondrous transformation* or *blowgun of wild emotions*, are kept secret. The DM can also come up with his own ideas for weird magical items, but all such items should be introduced only for everyone's enjoyment.

## Blowgun of wild emotions

This item is a blowgun 3½' in length, made of a light, strong, blue metal similar to mithral. At unpredictable times the metal changes color, sometimes glowing or even growing fur or scales. None of these changes affect the powers of the blowgun. Its range is normal for a blowgun, as per *Unearthed Arcana*, page 28. Only seven such blowguns exist.

Any dart fired from one of these blowguns is briefly enchanted to cause emotional changes in the creature struck by it. When a creature is hit by such a dart, roll on the following chart for the dart's effect:

| 1d100 | Effect   |
|-------|----------|
| 1-10  | Envy     |
| 11-20 | Greed    |
| 21-30 | Pride    |
| 31-40 | Hatred   |
| 41-50 | Paranoia |
| 51-60 | Love     |
| 61-70 | Sloth    |
| 71-80 | Euphoria |
| 81-90 | Sadness  |
| 91-00 | Lust     |

This item affects any being with an intelligence of 5 or greater who fails a saving throw vs. spells after being struck. Darts fired from this blowgun do no physical damage. A jester is automatically proficient in the use of this (and only this) blowgun. Only one dart may be fired per round, and only one emotion can affect a being at any one time. The duration of effect of these emotions is one turn. PCs struck by these darts should be roleplayed to an extreme; while these emotional effects have no real game effect, they can create remarkable role-playing situations. Anyone other than a jester who uses this item finds that it functions as a normal blowgun.

XP Value: 100

GP Value: 500

## Exalted book of ethnic humor

This 9" X 12" tome is leatherbound and appears to be quite thin. It is a magical study of insulting comments and gestures that a jester can make toward all known

*Magical items for a less-than-serious NPC*



intelligent races and creatures. The jester need merely state the race that he wishes to insult and open the book to receive the information. The jester using this item must fluently speak the creature's language (or a mutually known one) in order to properly insult it. The insulted creature must save vs. spells or else have a 90% chance of being filled with magical *shame*, causing the creature to flee and hide for 2-12 rounds. There is a 10% chance that the taunting *enrages* any listener of the appropriate species, causing it to chase the jester regardless of other circumstances in an attempt to attack the jester in hand-to-hand combat. The *enraged* victim makes all attacks and saving throws at -2 from his blind, all-consuming rage. Only a jester may read and understand this book.

**XP Value:** 250

**GP Value:** 1,250

### Extendable band of enjoyment

This device is an iron rod 18" in length with a hand mounted on the end. The hand is wrapped in leather and feels warm. The hand is also jointed as a normal hand, and can grasp objects like a normal hand with 18 (nonpercentile) strength upon mental command, so long as it is held by a jester. In addition, the rod can extend up to 30' at the jester's mental command, without gaining any weight. The jester can mentally create two different joints (or elbows as it were) in the rod wherever he wishes. The extendable hand can be used to *pick pockets* at the same chances for success as the jester using it has, but it cannot catch hurled objects.

**XP Value:** 300

**GP Value:** 1,500

### Larynx of deafening

This item appears as a small patch of leatherlike material, approximately 2" X 4". When placed against the throat of a jester, it adheres to his skin and magically blends so as to be indistinguishable from the jester's throat. A jester with this magical larynx attached is able to yell at incredible volume. Furthermore, the yell is both audible and understandable at up to three miles distance. Anyone within an enclosed space 100' across or less who hears this shout (with no solid interposing barriers) must save vs. spells or be deafened for 3-30 turns; the jester is immune to this effect. The larynx is removable.

**XP Value:** 250

**GP Value:** 1,250

### Magical paddleboards

Although magical paddleboards come in a variety of types, all look like normal paddleboards. Such a paddle is 1' long and made of wood, thus being quite susceptible to fire damage but never from impact damage (such as from falling, or normal or crushing blows). The string appears to be made from interwoven sinews, and the paddleball is usually an opaque crystal that is resilient and nearly indestructible.

**Table 1**  
**Paddleboard Table**

| 1d100 | Paddleboard | Range | Restrictions                              |
|-------|-------------|-------|-------------------------------------------|
| 1-60  | +1          | 5'    | —                                         |
| 61-75 | +2          | 10'   | —                                         |
| 76-83 | +3          | 15'   | Usable by jesters of 3rd level and above  |
| 84-90 | +4          | 20'   | Usable by jesters of 6th level and above  |
| 91-95 | +5          | 20'   | Usable by jesters of 9th level and above  |
| 96-99 | +5          | 25'   | Usable by jesters of 11th level and above |
| 00    | +6          | 30'   | Usable by jesters of 13th level and above |

Only jesters may use these items. When a magical paddleboard is found, roll upon the Paddleboard Table to determine its powers.

Magical paddleboards can be used to batter opponents up to three times per round, using either the paddle or the ball. The damage caused per hit equals 1 hp plus the magical bonus of the paddleboard and the jester's strength bonus, if any. These items can become quite deadly in the right hands! Once per round, a jester can attempt to stun a human, demi-human, or humanoid foe with his paddleboard or paddleball. The base chance for success if a hit is made is 5%, modified by +2% for every magical plus of the weapon and +1% per jester level.

The sinew thongs are normally 1' long, lengthening magically to their full range during use. The range given for each paddleboard cannot be exceeded by any means, and paddleboard strings are impossible to cut.

| Paddleboard type | XP value | GP value |
|------------------|----------|----------|
| +1               | 50       | 250      |
| +2               | 100      | 500      |
| +3               | 150      | 750      |
| +4               | 200      | 1,000    |
| +5 (20')         | 275      | 1,375    |
| +5 (25')         | 290      | 1,450    |
| +6               | 300      | 1,500    |

### Paddleboard of wondrous transformation

This paddleboard appears much the same as other magical paddleboards, but it holds much more power. Sometimes it will have the form of an animal or monster carved on the back of the paddle. The *paddleboard of wondrous transformation* may strike once per round at a range of up to 15', its sinew cord stretching in the same manner as other magical paddleboards. When struck, a target creature takes no damage but must save vs. *polymorph* or else be *polymorphed* into a new

being of some sort for a duration of six turns. All items the victim possesses are *polymorphed* into that shape as well. The affected being (if the new form allows) retains all spell-casting and fighting powers, and undergoes no change in personality, knowledge, or intelligence. No innate powers of the new form are gained, except for those normally gained by the use of a *polymorph self* spell. This paddleboard is a dangerous weapon, for it is impossible to predict what shape the affected creature will assume. When a creature is struck, consult the Paddleboard of Wondrous Transformations Table.

A particular creature may be *polymorphed* only once per day. No system-shock roll need be made by the victim. In some forms, all the victim's previous powers are lost for the duration of the transformation; for instance, even a 20th. level mage is nearly helpless as a rot grub, having no hands, mouth, or components with which to cast spells.

It goes without saying that the *paddleboard of wondrous transformation* is not always a wise weapon to use. Turning your opponent into a purple worm during a bar fight is considered bad form by the other patrons. This is a weapon that works only in the hands of a jester.

**XP Value:** 3,000

**GP Value:** 15,000

### Random-target daggers

These normal, if somewhat exquisite, throwing daggers are +2 to hit and damage, and function normally if used in hand. There is a catch: If thrown, the daggers pick their own targets. Whenever thrown, everyone within a range of 3" (including the jester) is counted as a potential target, up to a maximum of the 20 closest creatures. An appropriate die is then rolled to randomly determine the target. The usual steps for "to hit" determination are then followed. To most people, these daggers would seem evil or cursed, but they are weapons which jesters love in

**Table 2**  
**Paddleboard of Wondrous Transformations Table**

| 1d100 | Creature              | 1d100 | Creature        |
|-------|-----------------------|-------|-----------------|
| 1-2   | Piercer               | 51-53 | Elf             |
| 3-4   | Leucrotta             | 54-55 | Otyugh          |
| 5-6   | Wight                 | 56-58 | Halfling        |
| 7-8   | Purple worm           | 59-60 | Hill giant      |
| 9-10  | Iron golem            | 61-62 | Rust monster    |
| 11-12 | Orc                   | 63-64 | Lich            |
| 13-14 | Giant centipede       | 65-66 | Giant weasel    |
| 15-16 | Blink dog             | 67-68 | Minotaur        |
| 17-18 | Hydra (eight-headed)  | 69-70 | Troll           |
| 19-20 | Frost giant           | 71-72 | Type III demon  |
| 21-22 | Will-o-wisp           | 73-74 | Umber hulk      |
| 23-24 | Catoblepas            | 75-76 | Vampire         |
| 25-26 | Giant fire beetle     | 77-78 | Carrion crawler |
| 27-28 | Subterranean lizard   | 79-80 | Black pudding   |
| 29-30 | Nightmare             | 81-82 | Rot grub        |
| 31-32 | Copper dragon         | 83-84 | Storm giant     |
| 33-34 | Bronze dragon         | 85-86 | Troglodyte      |
| 35-36 | Elder titan           | 87-88 | Anhkheg         |
| 37-38 | Lizard man            | 89-90 | Brown mold      |
| 39-40 | G a r g o y l e       | 91-92 | Gorgon          |
| 41-42 | Giant poisonous snake | 93-94 | Beholder        |
| 43-44 | Giant slug            | 95-96 | Medusa          |
| 45-46 | Ki-rin                | 97-98 | Mind flayer     |
| 47-48 | Ogre                  | 99    | Skeleton        |
| 49-50 | Shadow                | 00    | DM's choice     |

their own mischievous ways. Random *target daggers* are usually found in groups of three.

**XP Value:** 200 each

**GP Value:** 1,000 each

### Playthings of the Roller Hoopers

These objects have been handed down through the generations for hundreds of years. They are a pair of roller skates and a hula hoop, both hot pink in color. If found, the DM should describe these objects without giving away their true titles or functions, as adventurers don't know what these objects are. Both items are unique.

#### Skates of the Roller Hoopers

Any jester wearing these skates can move at a rate of 24" over any surface (water, mud, stairs going down, etc.) — even over walls or ceilings. When doing so, a strange, soft sound may be heard — one that resembles the purring of a giant cat (it's the whirring of the skates). These function as normal skates for anyone else.

**XP Value:** 3,000

**GP Value:** 15,000

#### Hula-hoop of the Roller Hoopers

Once this hula-hoop is set in motion, it can only be stopped by the jester using it. The hula-hoop cannot be grasped, and it has AC -2 and 35 hp if it is attacked by an opponent of the jester using that hoop. The hoop unerringly deflects incoming missiles as if the jester had a *protection from normal missiles* spell cast upon him. Additionally, the hoop blocks 10 hp of

*magic missiles* cast against the jester per round, and reduces all damages from giant-hurled boulders and seige-engine missiles by half if they strike the jester. Damage-causing spells with areas of effect (like *fireballs*) can penetrate the hoop's defense to harm the jester, but even their damage is reduced by 1 hp per die of damage. Harmful gases are dispelled within 5' of the jester using this hoop. When the hoop performs these functions, it moves so fast as to become a blur. In addition to these powers, the hoop also deflects an opponent's handheld weapons to such a degree that the hoop is the equal of *bracers of defense* AC 2 in effect.

If both the skates and hula-hoop are owned, the combined effect of using these two objects is to add another +1 to the jester's initiative die roll.

**XP Value:** 6,000

**GP Value:** 30,000

### Tome of the fool

In the hands of anyone but a jester, this book is a 9" X 12" leatherbound book of approximately 100 pages. In the hands of a jester, the *tome of the fool* radiates a hot-pink glow that is visible for up to 100 yards around.

By careful study of this tome over one month, a jester may gain enough experience points to place him at the midpoint of the next level of experience. The tome works only once before disappearing, and that jester may never again utilize any tome of this sort. Any person other than a jester who reads this book immediately becomes a jester of 1st level (no saving

throw allowed).

**XP Value:** 8,000

**GP Value:** 40,000

### Tome of the humorous perspective

This book looks exactly the same as the *tome of the fool*, and it is usable only by jesters. Like the *tome of the fool*, anyone who is not a jester and who reads it immediately becomes a 1st-level jester.

When read, this book enables a jester to attain a different outlook on things — one in which death and other morbid topics are merely punch lines in the great game of life. The jester, because of his calm control of the situation, receives an extra +10% modifier to his morale-changing ability (special ability #6 in the description of the jester NPC class in the Best of DRAGON® Magazine Anthology). The same jester may cast *friends* and *charm person* once per day in addition to his normal spell-casting abilities. Finally, the reader of this tome is forever immune to emotion-changing spells involving fear, hate, despair, discord, hopelessness, and rage, as received from *symbols* or *emotion* spells.

**XP Value:** 4,000

**GP Value:** 20,000

### Yo-yo of fate

This yo-yo looks like a normal yo-yo of a bright cherry-red color whose string glows faint yellow. This magical yo-yo adds a +1 to all of a jester's saving throws and +2% to all normal jester abilities when carried by that jester. Most of the time, it functions as a normal yo-yo. However, when the jester desires, the yo-yo allows its owner to alter fate during the course of a day. A particular 1d20 die roll, made for that jester's combat or saving-throw purposes, is chosen and altered (but only before the roll is made). The jester then uses his yo-yo to "get lucky." When used to alter fate, the yo-yo's string permanently shortens by 1" for every +1 bonus added to the die roll to be altered. Note that the *yo-yo of fate* does not guarantee that a die roll will succeed; it merely adds to the chance involved. The yo-yos come with strings of various lengths. When such a yo-yo is found, roll on this chart:

| 1d100 | String length |
|-------|---------------|
| 1-60  | 3"            |
| 61-80 | 5"            |
| 81-90 | 9"            |
| 91-95 | 13"           |
| 96-98 | 17"           |
| 99-00 | 20"           |

If such a yo-yo's string is too short to permit the size of the die-roll bonus asked for (e.g., a 2" string cannot allow a +5 bonus on a die roll), then the yo-yo grants the maximum bonus it can allow (in the above case, a +2 bonus) and vanishes forever. No jester can use or own more than one such yo-yo at a time.

**GP Value:** 6,000 per inch

**XP Value:** 500 per inch

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# Bazaar of the Bizarre

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*Nock pull, aim, hold — and fire!*



In **DRAGON®** issues #127 and #131, we presented an assortment of bows, cross-bows, quivers, and nonmagical arrows for eagle-eyed archers. This month, we present magical arrows for all occasions. From 1-4 of each sort of arrow may be found in a treasure hoard, unless otherwise stated. All arrows that hit their targets are destroyed; those that miss are 50% likely to be broken or otherwise rendered useless, though unbroken arrows may be collected and reused with their powers intact. If an arrow misses its target, the DM must determine where the arrow finally does strike, and should consider the resulting effects.

## Arrow of aggravation

This cursed arrow infuriates any being it hits, granting its victim a bonus of +2 on "to hit" and damage rolls as well as on saving throws, but causing the victim to lose one point of armor class. These effects last for 1-6 turns, during which time the target will do everything in its power to slay the archer. The arrow does no damage at all to its victim.

**XP Value:** Nil

**GP Value:** 100

*Created by:* Dan Snuffin

## Arrow of antimagic

This magical arrow has a +2 bonus to hit but causes no damage if the target is struck. Instead, the arrow automatically negates all magic within a 10' radius of the target for 3-30 rounds. (If the arrow misses its target, the area of effect is centered on the first thing the arrow hits.) All magical items in the area of effect, except

for artifacts and relics, are rendered inert for the duration of the arrow's effect. All spells cast by, on, and around the target are *dispelled*, regardless of the caster's level. Illusions of all sorts are likewise nullified. Spell-casters are also unable to cast any spells for the duration of the effect of this arrow.

Note that the arrow's effect causes the target, and the area of effect around it, to be rendered immune to magic. Therefore, *fireballs*, *magic missiles*, and the like will not cause any damage to the target, nor to anyone within 10'. Only one such arrow may be found at a time.

**XP Value:** 60

**GP Value:** 360

*Created by:* Marc Andreessen

## Arrow of blinding

When this arrow hits a target, it explodes in a flash of light that blinds everyone within 60' of the point of impact for 2-12 turns unless a saving throw vs. breath weapon is made. The archer must be outside the area of effect to avoid the blinding effects.

**XP Value:** 20

**GP Value:** 120

*Created by:* Dan Snuffin

## Arrow of bow-breaking

This arrow breaks any bow used to fire it, unless the bow makes a successful saving throw vs. crushing blow at -4.

**XP Value:** Nil

**GP Value:** 100

*Created by:* Mark DeForest

## Arrow of burning

All creatures are considered to be AC 10 against this arrow, although creatures with a high dexterity receive their armor-class bonus. With any successful "to hit" roll, the arrow engulfs the target in a flaming shroud that does 4-24 hp damage (no save), affecting only the victim and a 1' radius around him for one round. Creatures that are touching the target when the arrow strikes may make a saving throw vs. spells for half damage. All equipment on the victim must save vs. magical fire at -2. An *arrow of burning* may be used to burn through an average-sized dungeon door in 2-5 rounds.

**XP Value:** 100

**GP Value:** 600

*Created by:* David Pemberton

## Arrow of clairaudience

This arrow gives the archer the ability to hear sounds within range of the arrow's location. As with the *arrow of clairvoyance* that follows, this arrow is activated by saying the command word ("Listen!") and shooting the arrow. The archer is then able to hear sounds from the arrow's location by covering his ears and concentrating. Sounds within a 15' radius around the arrow may be heard in this manner. This arrow can "hear" anything louder than regular breathing. The range of the

*clairaudience* is 240 yards, and its duration (once the arrow is fired) is six turns.

**XP Value:** 20

**GP Value:** 120

*Created by:* Mark DeForest

### Arrow of clairvoyance

This arrow gives its user the ability to see an area from the location of the arrow. This field of view is equal to the archer's normal field, and is activated by sounding the command word ("Vision!") and firing the arrow. The archer is then able to see the area in front of the arrow-head by closing his eyes and concentrating. Normal restrictions for distance of vision apply with this magical arrow. In addition to normal vision, the arrow grants infravision and ultravision, both of which are limited to a 10' radius around the arrow's location. The range of the *clairvoyance* is 240 yards, and its duration (once the arrow is fired) is six turns.

**XP Value:** 20

**GP Value:** 120

*Created by:* Mark DeForest

### Arrow of disintegration

This arrow is +1 to hit but has -4 on its saving throws. The arrow's effect is the same as the sixth-level magic-user spell *disintegrate*, except that it does not affect targets of a magical nature. The effects of the arrow also differ from the spell in that only nonliving material up to 20 cubic feet in volume may be obliterated. If the arrow misses its target and does not *disintegrate* anything, the arrow turns to dust. If a living victim is struck by this arrow, the victim takes normal damage (1-6 hp) but can only be healed by magical spells, potions, or powers; normal healing is ineffective.

The *arrow of disintegration* is made from a long shaft of oak and an arrow-head made of lodestone. The flights are usually made from the feathers of rare birds. Often, magical words are inscribed on the shaft of the arrow; these must be repeated before the arrow is fired. Only one such arrow may be found at a time.

**XP Value:** 60

**GP Value:** 360

*Created by:* Jamil Alam

### Arrow of distance

When shot, this arrow has a range equal to twice that of a normal arrow, depending upon the type of bow from which the arrow is fired. This extended range does not, however, affect distances of short and medium range, so all distances beyond normal are considered long range. The arrow also has a +1 bonus to hit and damage.

**XP Value:** 25

**GP Value:** 150

*Created by:* Mark DeForest

### Arrow of explosions

When nocked into a bow, this arrow explodes into a 6-HD *fireball* (as if cast by

a 6th-level magic-user). The archer gains no saving throw against this effect, and the personal possessions he carries must save vs. *fireball* at -4.

**XP Value:** Nil

**GP Value:** 500

*Created by:* Dan Snuffin

### Arrow of faerie fire

This arrow covers any man-size or smaller creature it hits in *faerie fire*, as per the first-level druid spell of the same name. The spell lasts 12 rounds. Normal damage is also done to the victim.

**XP Value:** 20

**GP Value:** 120

*Created by:* Mark DeForest

### Arrow of fire

This arrow bursts into flame immediately after it is shot. An *arrow of fire* does normal arrow damage plus 1-6 hp fire damage to any creature it hits. All creatures native to the plane of Elemental Fire are immune to the fire damage, but cold-dwelling creatures take +2 hp damage from this arrow. Any clothing worn by the victim must make a saving throw vs. normal fire or be destroyed.

**XP Value:** 40

**GP Value:** 240

*Created by:* Mark DeForest

### Arrow of force

This arrow causes the creature struck to make a saving throw vs. spells at -3. If the save is unsuccessful, the creature is encased in a *forcecage* for 3 turns (see the seventh-level magic-user spell for details). Due to its great degree of power, the *arrow of force* provides a -3 penalty on its "to hit" roll. No damage is done to the victim.

**XP Value:** 80

**GP Value:** 480

*Created by:* Alan Grimes

### Arrow of harm

This arrow does double normal damage to one specified type of creature. If used on any creature other than that specified for the arrow's use, normal damage is done to the target. The following table lists the most basic types of creatures for which *arrows of harm* are created. At the DM's discretion, other monsters and demi-human races may be added.

| 1d8 | Creature type               |
|-----|-----------------------------|
| 1   | Aquatic creatures           |
| 2   | Daemons, demons, and devils |
| 3   | Demihumans                  |
| 4   | Dragons                     |
| 5   | Elementals                  |
| 6   | Giants                      |
| 7   | Lycanthropes                |
| 8   | Undead                      |

**XP Value:** 80

**GP Value:** 480

*Created by:* Mark DeForest

### Arrow of holding

This mystical arrow is inscribed with strange runes. When it hits its target, the target must make a saving throw vs. spells or freeze as if affected by a *hold* spell. This effect lasts for 2-8 melee rounds. The victim takes no other damage.

**XP Value:** 50

**GP Value:** 300

*Created by:* Dan Snuffin

### Arrow of lightning

This arrow has a +2 bonus to hit and causes 1-6 hp damage, plus 20 hp electrical damage. When the arrow hits, it emits a large and bright flash of light for a split second (long enough to light up a dungeon corridor). Anyone touching the victim suffers 1-10 hp electrical damage. The arrow is consumed in the lightning charge. If the arrow misses its intended target, it discharges all of its electrical energy upon hitting the ground (or any other solid object, such as a dungeon wall).

**XP Value:** 100

**GP Value:** 600

*Created by:* Jon Deiss

### Arrow +3, lycanthrope slayer

This silver-tipped arrow not only gives a +3 bonus to attack and damage rolls, but also slays any lycanthrope it strikes, in beast or human form, unless the creature struck makes a saving throw vs. death magic. A successful saving throw causes the victim to take double damage from the arrow.

**XP Value:** 200

**GP Value:** 1,200

*Created by:* Dan Snuffin

### Arrow of misdirection

This arrow is similar to an *arrow of direction* (*Dungeon Masters Guide*, page 137); the difference is that this cursed arrow tells the wrong direction.

**XP Value:** Nil

**GP Value:** 100

*Created by:* Dan Moynihan

### Arrow of multiplicity

For every 30' this arrow travels, another arrow appears in flight alongside the original arrow (for a total of up to 10 arrows). Also, each arrow receives an individual "to hit" roll with no bonuses added to each roll. For example, a fighter fires one of these arrows from a bow +3. The arrow travels a distance of 65'. Three arrows will reach the target, all of them having normal "to hit" chances (counting none from the magical bow).

**XP Value:** 100

**GP Value:** 600

*Created by:* Alan Grimes

### Arrow of penetration

This magical arrow has no "to hit" or damage bonuses. Once fired from a bow, however, an *arrow of penetration* keeps going, phasing through any nonliving material in its path, until it reaches its

maximum range or strikes a living object. Against this arrow, normal armor and shields are ignored in the determination of armor class. Magical armor and shields improve the armor class of the victim by one for each +1 of protection they provide, as do *rings* and *cloaks of protection*; *bracers of defense*, however, are useless. Bonuses for cover and concealment, unless made of living material, are ignored. Creatures totally hidden from view are treated as invisible (-4 to hit them). Magical protections and armor-class adjustments for high dexterity still apply. The armor class of creatures with natural armor remains unaffected.

**XP Value:** 50

**GP Value:** 300

*Created by:* Robert Benedetti

### Arrow of perseverance

Once shot, this arrow goes after its target regardless of range, as long as the target is within view. The arrow, however, gains a cumulative -1 to hit for every 100 yards beyond its maximum range that it travels. Once the arrow gains a total of a -10 penalty to hit, it vanishes. The arrow has a +2 bonus to damage.

**XP Value:** 50

**GP Value:** 300

*Created by:* Alan Grimes

### Arrow of piercing

The target of this missile must save vs. petrification or lose all protection provided by armor and hide. The subject has AC 10 with regards to this missile attack if the saving throw is failed, and the arrow then does maximum damage (6 hp, plus the strength bonuses of the archer if applicable). The arrow does normal damage-if the victim makes his saving throw.

**XP Value:** 50

**GP Value:** 300

*Created by:* Dan Snuffin

### Arrow of polymorphing

An *arrow of polymorphing* is as rare as an *arrow of slaying*, and is thus infrequently encountered. This arrow is +3 to

hit but not to damage. Besides taking normal damage from being hit, a creature struck by an *arrow of polymorphing* must save vs. spells. If successful, nothing further occurs. If the creature fails to save, it is *polymorphed* into another form. Only one arrow of this type may be found at a time.

There are six different kinds of *arrows of polymorphing*; when found, a random roll is required to determine the arrow type. Note that the only creatures affected by *arrows of polymorphing* are those that are susceptible to the spell *polymorph other*. *Arrows of polymorphing* are classified according to the form into which they change the recipient. The six different arrow types are as follows:

#### 1d6 Form assumed

- |   |              |
|---|--------------|
| 1 | Stone        |
| 2 | Monster      |
| 3 | Ice          |
| 4 | Small animal |
| 5 | Paper        |
| 6 | Glass        |

**Stone:** A creature hit by an arrow of this type becomes *petrified* as if struck by a cockatrice. The duration of the *petrification* is permanent, although spells such as *stone to flesh* or *limited wish* may be used to reverse the effects of the arrow.

**Monster:** This arrow *polymorphs* the victim into a randomly determined monster. The DM may either devise a table of monsters of his own or employ the suggested monster types shown below. If the victim's personality is lost, the monster attacks all nearby creatures until it is killed or until there is nothing left for it to fight. The effects last until dispelled. The suggested monster types are as follows:

#### 1d6 Monster

- |   |                   |
|---|-------------------|
| 1 | Werewolf          |
| 2 | Medusa            |
| 3 | Ogre              |
| 4 | Troll             |
| 5 | Owlbear           |
| 6 | Five-headed hydra |

**Ice:** This is perhaps the most deadly of the various types of *arrows of polymorphing*. A creature hit by one of these arrows is instantly transformed into a statue of solid ice. Unless the statue is kept at a temperature below freezing, it will melt away, completely destroying the *polymorphed* creature in the process. The ice statue lasts for as many rounds as the target creature has hit points. If the ice form is undone by a *dispel magic* spell (against 12th-level magic use) or by other magical means, the victim is restored to life if a *system shock* roll is made; otherwise, the victim reappears, but is dead. For every round spent in the ice form, the victim loses 1 hp from the effects of melting; thus, a fighter restored to life after 12 rounds of being in ice form will have lost 12 hp.

**Small animal:** An arrow of this sort transforms the creature it hits into a small, harmless animal such as a mouse (AC 8; MV 6"; HD ¼; hp 1; #AT nil). This form lasts until dispelled.

**Paper:** This type of arrow reduces the individual it hits to a two-dimensional paper replica of itself. This "paper doll" is life-size and is highly flammable. The duration of this effect is only 4-24 turns. After this time has expired and if the paper has not been destroyed, the individual returns to normal. These paper dolls may be folded and carried without injury to the *polymorphed* individual (unless the effect expires, which causes the individual to return to his normal size and shape).

**Glass:** This final arrow type turns a creature it hits to solid glass. The effects of this arrow are permanent and may only be reversed with a *stone to flesh* or similar spell. A *glassteel* spell will preserve the victim from most harm until further aid can be rendered, but the spell must be removed before the victim is fully restored by other means.

**XP Value:** 225

**GP Value:** 1,350

*Created by:* John M. Boback

### Arrow of pursuit

The *arrow of pursuit* is +3 to hit and damage. When shot from a bow, the arrow unerringly seeks out the living being with the greatest number of hit points within its range, then heads for that being — no matter which target was actually aimed for. In addition, if the arrow misses on its first pass, it returns on the following round after a long curved flight and attempts to hit the target a second time, only with a +2 bonus to hit and damage. If the second pass misses, it tries one last time on the following round with a +1 to hit and damage. If it fails then, it crashes into the earth and is destroyed. This arrow has a range of three miles, though it does not often need to follow its target that far.

The *arrow of pursuit* is very useful when a character wants to pick off a group leader who is moving about in an

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army, protected by troops. In this case, the arrow winds its way in and out of the troops until it hits its target. Only one such arrow may be found at a time.

**XP Value: 85**

**GP Value: 500**

Created by: Jon Deiss and Jamil Alam

### Arrow of returning

Once shot, this arrow will return to the archer's quiver after an unsuccessful attempt to strike its target has been made. An arrow *of returning* is +1 to hit and damage. It returns in the segment of a round following that in which it was fired. For example, a ranger fires an arrow *of returning* at a dragon. Its "to hit" roll is not high enough to damage the dragon, so the arrow returns to the ranger's quiver, where it can be used again as the ranger's very next shot.

**XP Value: 40**

**GP Value: 240**

Created by: Alan Grimes

### Arrow of rock piercing

This arrow is made of a special, magical metal. When used by an archer of at least 16 strength, this missile automatically hits its intended target — which is a specific point of nonliving rock, into which the arrow sinks, leaving around 6" of the rear of its shaft exposed. A small steel ring is set into the rear of this arrow, to which can be tied a thin line or cord. If an archer with an *arrow of piercing* encounters a deep chasm with no way across, he needs only to tie a rope to the end of the arrow and shoot the arrow at the intended target. The arrow automatically hits its target dead center, and the archer can now cross the chasm. If a character of less strength attempts to fire this arrow; the arrow bounces off the rocky surfaces at which it is fired.

The *arrow of piercing* is reusable; in order to retrieve the arrow, the archer must simply grasp the arrow firmly with both hands and pull it from its target. The arrow will then slide out if an *open doors* roll is made. If the roll is failed, another attempt may be made one turn later.

This arrow actually bounces off any fleshy creature at which it is fired (doing no damage), but it acts as an *arrow +5* against any live or animated target composed of stone (e.g., stone golem, crysmal, etc.). Additionally, it will instantly slay any creature that has been *petrified* (treat stone as AC 0) if a saving throw vs. death magic is failed; a successful save means only double damage.

**XP Value: 50**

**GP Value: 300**

Created by: Robert M. Frame

### Arrow of roping

When fired, this magical arrow leaves a smoky brown trail through its entire arc of flight. The trail solidifies into a solid

brown rope when the arrow strikes its target, bonding always to the bow that fired it. The arrow always bonds to any type of wood it strikes, and has a 70% chance of penetrating and bonding to stone or metal. Once bonded, the arrow will never pull free (unless excessive weight is applied), and will only bend if a successful *bend bars* roll is made. The rope can support up to 500 lbs. of weight at once before it breaks or the arrow pulls free (50% chance of either).

**XP Value: 20**

**GP Value: 120**

Created by: David Pemberton

### Arrow of scent detection

This arrow allows its user the ability to smell odors from the location where the arrow lands, as per the *arrows of clairaudience* and *clairvoyance*. This ability is activated by sounding the command word ("Scent!") and shooting the arrow. The archer can then smell odors around the arrow's location by plugging his nose and inhaling. In so doing, the archer is able to breathe normally, inhaling air from the arrow's location. One major drawback of this arrow's use is that poisonous and harmful gases and such may be inhaled in this manner, affecting the archer as if he were breathing the gases normally. If the arrow is entirely buried in water or mud, the arrow's user will cough and choke for one round, being unable for that time to breathe, fight, move, or defend himself. This effect wears off immediately afterwards, leaving the archer no worse for the experience. Odors within 30' of the arrow may be so sensed. Few archers use this arrow, though some rangers and scouts have used it to detect monsters with an especially strong or distinctive scent.

**XP Value: 20**

**GP Value: 120**

Created by: Mark DeForest

### Arrow of screaming

When this missile is fired, it emits an ear-shattering scream that deafens all beings within 30' of its flight path for 3-6 rounds (including the archer, unless protected as mentioned below). In addition, those affected drop everything and cover their ears during the melee round in which the arrow is in flight. Furthermore, spell-casters lose their concentration, so all spells to be cast during this time are lost. There is a 15% chance that a set of ear plugs are found with these arrows, to protect the archer from an arrow's effects.

**XP Value: 20**

**GP Value: 120**

Created by: Dan Snuffin

### Arrow of Set

At first glance, this arrow appears to be an ordinary arrow. Closer examination reveals the arrowhead to be made of bone, carved to resemble the head of a serpent. An *arrow of Set* is +1 to hit and damage. Anyone hit by one of these arrows must,

save vs. poison at -1 or die within 1-4 rounds. A character who makes his saving throw takes 2-12 hp damage from the venom in addition to the damage taken when hit. The arrowhead disintegrates on impact.

Making an *arrow of Set* requires bone from a poisonous snake (for the arrowhead) plus the snake's venom (in which to steep the arrowhead). A cleric must be present to cast *poison* on the arrowhead during the enchantment. Only one such arrow may be found at a time.

**XP Value: 250**

**GP Value: 1,500**

Created by: Gregg Chamberlain

### Arrow of signaling

This magical arrow has a brightly colored shaft, usually red, orange, or yellow in color. It sports a crystalline point. If used as a weapon, it does normal damage. However, if fired directly into the air to at least 100 yards over the head of the firer, it leaves a trail of glittering sparks behind it from the 100-yard height up to a height of 500 yards, regardless of the type of bow from which it was fired. When the arrow is 500 yards above the firer, the arrowhead explodes in a sphere of light 100 yards across, in the same color as was on the arrow's shaft. This ball of light is visible for many miles and lasts for 2-8 melee rounds before fading. The arrow disintegrates upon bursting.

**XP Value: 20**

**GP Value: 120**

Created by: Clark Timmins

### Arrow of silence

This magical arrow is very useful indeed — especially when PCs are seeking entry to some heavily guarded fortification. Not only does this arrow hide the "twang" of the bow shot; it also silences any noise made by its target. Furthermore, any actions conducted within a 15' radius of the arrow are cloaked as if by a permanent version of the clerical spell, *silence 15' radius*. Thus, characters could toss a grappling hook over a castle wall without being heard.

**XP Value: 20**

**GP Value: 120**

Created by: Cordon R. Menzies

### Arrow +5, stirge's bite

This arrow has a steel shaft and is rather large in size. When the arrow hits, it drains one ounce of its target's blood, which is then stored in a hollow compartment in the shaft. The following round, the arrow detaches itself from its victim and may be recovered later by the archer. Due to the importance of blood as an ingredient in the fabrication of scroll inks and potions, this arrow is highly prized by magic-users, clerics, and alchemists.

**XP Value: 130**

**GP Value: 780**

Created by: Dan Snuffin



by Scott Waterhouse

# Bazaar of the Bizarre

*Pages from the Arch-Mages*

The following two magical works were created by powerful magic-users for the use of the same. As a result, there are several points which the Dungeon Master should consider before these spell books are placed as treasure in a campaign.

The value of these books is, perhaps, only exceeded by the potential power they will give to PCs. Many of the spells in these books are of high level, and the DM should carefully consider the effect of allowing the players to get their hands on these spells before they obtain the books. It is perfectly acceptable to omit one or more of the spells that are supposed to be in a book if deemed best for the campaign.

It should be obvious that many characters will want to get their hands on these books, as demonstrated by the history of these tomes. But it is quite possible that a PC's problems will only begin when he acquires one of these books, for any use of a unique spell will attract attention—perhaps much more than the spell-caster bargained for. Thus, the use of these volumes is not a free lunch.

As the spells detailed herein are unique, not all details on their effects may be available to the characters, even within the books in which such spells are found. There is no need for the DM to reveal everything about a spell to the players—let them find out themselves—the hard way, if necessary. That is where the fun is.

Finally, the history of each volume may be adjusted to fit the nations, personalities, and circumstances of a DM's particular campaign world with little difficulty. Otherwise, the lands and personages referred to may be assumed to lie outside the usual campaign area.





## The Book of Black Circles

**Appearance:** *The Book of Black Circles* is a finely crafted book 2' high, 1' wide, and 4" thick. The cover is made of soft black leather taken from the throat of a black dragon and wrapped around a wooden frame. The interior pages are fashioned from the finest vellum and are bound to the spine of the book with threads of black silk. The cover of the book is blank except for the inscription of five silver circles in the upper half of the cover; four are arranged in a square, with the fifth in the center of the square thus formed. The book's name is thought to refer to its creators or its innate powers rather than to its cover design.

**History and description:** Whether *The Book of Black Circles* was designed as a single work, of which copies have appeared repeatedly over the history of Tikkun Shalom in widely disparate locations, or was designed as several works, each with roughly the same power (which seems more likely), is currently a matter of some contention among the sages of Shalom. Whatever the case, it is indisputable that this tome and copies of it have been found in the strongholds of many of the organizations of evil magi found in Shalom. This was particularly true of the Black Circle (which is thought to have created the work) after the Circle was brought low following its attempted takeover of Shalom hundreds of years ago. Copies have also been discovered in the redoubts of the Hand of Destiny and the Htiat. As these groups still wield considerable power in Shalom, however, it is uncertain where such information could be accurately obtained, and it must therefore be treated with some skepticism.

No copies of this book exist in any of the various libraries of Shalom at present, nor do any mages who do not belong to the organizations mentioned above claim to have access to such copies, with the sole exception of the dark elf Arch-Mage, Rathe. Information can be gleaned from various sources, though Rathe is unwilling to reveal any details concerning *The Book of Black Circles*. What little is known follows.

It is generally recognized that *The Book of Black Circles* is used to train young magic-users in the dark arts, especially those who wish to join a cult or organization with evil intentions. It is apparent that the book contains a few powerful and unique spells used to test young mages and to determine their worthiness to advance through the ranks. It also contains a few less-powerful common spells used to train young mages. (It should be noted that the use of these spells, while not intrinsically evil, is largely limited to the holders of these books; however, there are persistent if unfounded rumors that several groups of good mages have used similar spells to both locate and train their

adepts.) In addition to the spells it contains, *The Book of Black Circles* details the process of the advancement of mages and the methods of their instruction in the dark arts, as well as showing the proper construction of magic circles.

The only other information available on *The Book of Black Circles* comes from a page of parchment that the renowned thief Vadour stole from the Arch-Mage Rathe several decades ago, when the mage was of considerably less power. The parchment is now kept in the Library of the Imperial University in Sestar. If this manuscript is to be believed, then other powers may also be attributed to Rathe's book and perhaps others like it.

**Game information:** Each of the silver circles inscribed on the cover of the book triggers a *continual darkness* spell (at a maximum of once per week per circle, performed at the 18th level of spell use) if touched by any being who is not lawful evil. This spell is centered on the toucher, who may escape the effects with a saving throw vs. spells (in which case the spell centers on the book). Any lawful-evil being may see through this *darkness* with ease.

Several magical protections are also attributed to the copy of the book in Rathe's possession, which may be either standard to such a book or unique to Rathe's copy as the DM chooses. The protections on the book may be designed by the DM and should probably take the form of at least one symbol — possibly several. The specific types of *symbols* employed are not revealed in the parchment stolen from Rathe. Few if any copies of these books have mundane protections such as locks, traps, or the like.

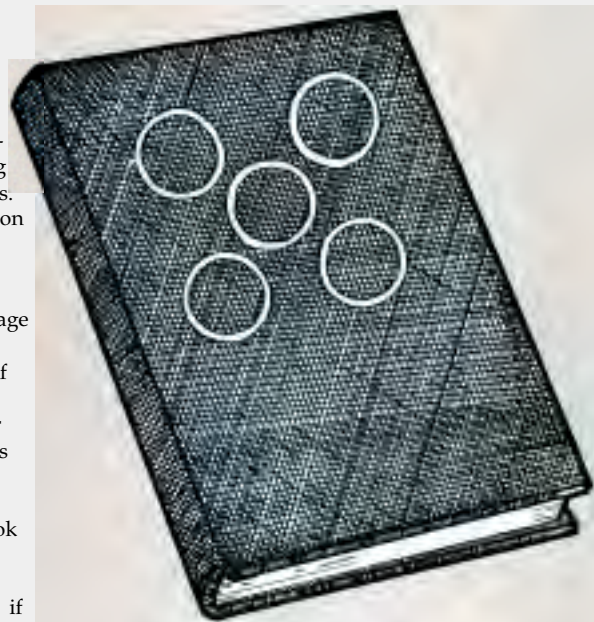
The spells set down in *The Book of Black Circles* are written in standard form and may be found in an appendix at the end of the book. They include *block advancement* (unique spell), *charm person*, *conquer self* (unique spell), *discern* (unique spell), *feeblemind*, *geas*, and *hold person*. *The Book of Black Circles* contains all the information on magical circles found in the *Dungeon Masters Guide* and *Unearthed Arcana*.

The three unique spells found in the book are as follows:

### **Discern** (Divination)

|                 |                   |
|-----------------|-------------------|
| Level: 7        | Components: V,S,M |
| Range: Touch    | CT: 1 turn        |
| Duration: Perm. | ST: None          |
| AE: 1"          |                   |

**Explanation/Description:** A magic-user who casts a *discern* spell is provided (or provides another) with the ability to determine if a person has the potential to become a powerful magic-user. Once cast, the *discern* spell is permanent (though subject to a *dispel magic* spell) and functions continuously, without concentration by the recipient of the spell. The spell may be cast by any magic-user of the necessary level, though the recipient of the spell



must be a magic-user of at least 5th level; the spell may also be applied to the spell-caster. *Discern* is used primarily as a recruiting device for various magical orders and schools of every sort of alignment and ethic.

Once cast, *discern* confers upon the recipient the ability to magically determine if a person has the potential to become a powerful mage simply by being within 10' of that person and interacting in a normal fashion with the candidate for two rounds. The recipient of the spell perceives the potential for magic-use in a candidate as a dim aura surrounding the subject. The aura is invisible by any other means, including *true sight*, *true seeing*, *infravision*, or other types of magical or normal vision, and is so dim that it cannot be perceived in bright light (such as direct sunlight). The aura is of constant strength, regardless of the potential of the candidate. For game purposes, a human, elf, or half-elf scanned by this spell registers favorably if he has an intelligence of 14 or greater and scores of 6 or better in all other characteristics. A variation of this spell may exist that is more selective and detects only those who have the potential to become great illusionists as well (thus including gnomes among the races affected, but detecting only those persons with intelligence scores of 15 or better and dexterity scores of 16 or better).

Even if a positive result is obtained, the spell in no way guarantees that the person will become a great mage (or even a mage at all); it simply indicates ability based on intelligence, aptitude, and the will to achieve. *The Book of Black Circles* stresses the fact that the spell is no more than a prediction; even if a person has the ability, he may opt not to become a mage, quit before he reaches a high level, or die before achieving greatness. The DM should use his judgment regarding who is highlighted by this spell's use.

The material component of the spell is a *gem of seeing* or a similar magical device

(such as *eyes of minute seeing*) which allows for a special type of vision. The material component is consumed when the spell is cast.

**Block Advancement** (Abjuration/Charm)  
Level: 8 Components: V,S,M  
Range: Touch CT: 1 turn  
Duration: Perm. ST: Neg.  
AE: 1 person

**Explanation/Description:** When a block advancement spell is successfully cast upon an individual, it instantly strips him of the ability to advance in levels of spell-casting ability until the recipient successfully survives the ordeal induced by a conquer self spell (q.v., as follows). The spell affects only a single magic-user of no less than 5th level, no greater than 15th level, and of an alignment identical to the caster. *Block advancement* cannot be removed otherwise except by the use of a wish spell.

The recipient of the spell is allowed a saving throw vs. spells (which is forfeited by a willing subject), and the spell does not come into effect if the saving throw is successful. Because the spell was designed to stop the advancement of any magic-user deemed not worthy of power until such time as he proved himself worthy, the original researcher of the spell (most likely a member of the Black Circle) assumed that the recipient would be willing to receive the spell (the alternative was death). However, if the spell is applied to an unwilling subject and he makes a successful saving throw, he suffers damage in hit points equal to twice the number of levels possessed by the caster but is otherwise unaffected.

Once *block advancement* comes into effect, the recipient cannot learn any new spells (though he may record new spells in his spell books) nor may he cast any spells of a level above the highest level that he was able to use before being *blocked*. He may, however, gain more spells of the levels he currently possesses. Thus, if cast upon a 5th-level mage, *block advancement* would prohibit the mage from casting fourth-level spells until the spell was removed (but would not stop him from gaining additional third-level spells). A *block advancement* spell does not prevent a mage from gaining experience points while it remains in effect, nor does it prohibit the mage from gaining new weapon and nonweapon proficiencies and additional hit points when enough experience is gained to advance in level. Advancement in levels occurs as it normally would. Thus, the net effect of the spell is only to limit a mage to his current level of spell-casting ability. Once the spell is removed, the recipient immediately gains all of the normal spell-casting abilities appropriate to his level.

The material component of the spell is a small jade statue of the recipient of the spell, upon which a *feeblemind* spell has

been cast prior to the casting of the *block advancement* spell. The statue is not consumed by the spell, but may only be used for one person. Once the *block advancement* spell has been removed from the recipient, the statue shatters.

**Conquer Self** (Abjuration/Alteration)  
Level: 9 Components: V,S,M  
Range: Touch CT: 1 round  
Duration: 6 hours ST: See below  
AE: 1 person

**Explanation/Description:** Upon the completion of this spell, the recipient of a *block advancement* spell begins a great personal ordeal which either results in his death or in the removal of the *block advancement* spell and the gaining of an experience-point bonus, if the mage is deemed worthy by the power of the *conquer self* spell. The spell is useless for any other purpose. If cast upon an individual not under the effects of a *block advancement* spell, *conquer self* vanishes from the spell-caster's memory with no effect. *Conquer self* must be cast by a mage of the same alignment as the recipient.

Once cast, the recipient undergoes a six-hour ordeal during which he is rendered helpless by wrenching pains and powerful hallucinatory visions — hence the recipient is usually placed in a special area where he is relatively safe from attack. (Interestingly, *The Book of Black Circles* reports that the visions experienced during the ordeal are occasionally prophetic or based on actual events or areas that the recipient may not have witnessed.) The outcome of the ordeal is dependent upon the actions of the recipient since he received the *block advancement* spell. Although the recipient is automatically affected by this spell if he meets the previous requirements, the final outcome of the spell is dependent upon a successful saving throw of 20. This saving throw roll is modified by several conditions, most of which are dependent on the actions and performance of the recipient. No form of magic affects this saving throw (including items such as a *luckstone*), and all other saving-throw modifiers from which the mage would normally benefit are similarly ineffective. The modifiers apply only from the time of the application of the *block advancement* spell. They are as follows:

Per 100,000 xp gained: +1  
Perfect alignment performance: +3  
Average alignment performance: +1  
Poor alignment performance: -1  
Every successful (major) quest performed for organization: +4  
Each point of intelligence above 12: +1  
Average of scores obtained during level advancements used for determining training costs between levels (see DMG, page 86): 1 = +2; 2 = +1; 3 = -1; 4 = -2  
Evaluation of recipient by caster of *conquer self* spell (mediated by DM), based

on recipient's ability, ambition, heroic actions, etc.: -3 to +3

If the recipient successfully makes his saving throw, he comes out of his trance after six hours. At this time, he regains the spell-casting ability appropriate to his present level and gains a 10% experience-point bonus for all experience earned since *block advancement* was cast upon him. If the recipient fails the saving throw, he dies at the end of the six hours; he may be *raised* or *resurrected* in the usual manner, though he will still suffer from the effects of the *block advancement* spell. The saving-throw roll is always failed if the result of the roll is a 1, regardless of modifiers to the roll. The material component of the spell is the jade statue which was used when the *block advancement* spell was originally applied to the recipient; at the conclusion of the *conquer self* spell, the statue shatters.

## Laeyndar's Book of Metamorphoses

**Appearance:** The value of this enormous compendium of lore is only enhanced by the valuable materials from which it is fashioned — and the monetary value of the spells found within it is certainly huge. The work is contained between two thin slabs of deep-blue lapis lazuli (each 1/8" thick) that are 2' tall and 1½' wide. The spine is also formed from lapis lazuli and is bound to the covers by platinum hinges. Ten sheets of thin mithral rest between the covers but are not bound to the spine. The lapis lazuli thus forms more of a folder for the mithral pages than actual book covers. On the front cover is Laeyndar's symbol, also the symbol of water in many areas, engraved with a *wizard mark*.

**History & description:** That this book originally belonged to the mage Laeyndar, titled "The Lame," is obvious, for its cover bears a golden *wizard mark* in the form which Laeyndar chose as his sign — that of a wave, symbolizing the fluidity of water and mutability of form. Laeyndar, the lame mage from the famed waterfall city of Escatlar, lived over 700 years ago. Although born with a club foot and hunchback, he did not let this deter him from the life of magic-use. Laeyndar rose to extreme power but was turned away from the White Circle because of his deformities. Thereafter, he became obsessed with the study of transformations of form. *The Book of Metamorphoses* was evidently created many years later, for it contains numerous spells of high level which appear to be the result of his researches into the subject of alterations of form, including some spells even enabling mental transformation. Unfortunately, Laeyndar's obsession evidently twisted his mind as well as his body, and he apparently never utilized the marvelous results of his research to better his

own appearance, as he originally intended. After he was denied entry into the White Circle, he vanished from sight. His sole apprentice, Moytaire, recorded in his diary that he always knew his master as deformed.

Upon his death, Laeyndar passed the book on to Moytaire, who learned of the book's powerful curse shortly thereafter but was tragically unable to avoid it. The one time he appeared in public in later years, Moytaire had already begun his transformation into a crippled kuo-toa. Moytaire was grief-stricken at his change, and shortly before it was complete he went into absolute isolation. At an unknown later time, Moytaire died, and the book remained in his lonely tomb for many years as tomb robbers were apparently reluctant to chance entry into his demesne on the off chance that the wizard had become a lich (despite his neutral stance) or had secretly warded his tomb.

That the tomb was eventually plundered is evident, for some 330 years after the beginning of Moytaire's isolation the book was examined by the master of the mages' college in Sestar, Illkeda, who also fell under its curse but hid the book so that it could not exercise its fell powers again. The book's location once again remained unknown for another 200 years until it was uncovered and again worked its twisted magic, this time upon the mage-king of the Kingdom of the Coral Throne. The fall of the so-called Aqua Kingdom was the result, as the mage-king, Plautes, betrayed his subjects to their enemies, the kuo-toa. The Book of Metamorphoses has not been seen since, and certainly there is no record of it transforming any other in the interim. Thus, although its whereabouts remain uncertain, the sage Needram asserts that it remains in the ruined palace of Plautes, untouched even after the resumption of the Kingdom of the Coral Throne from its present-day capitol.

**Game information:** The writings of Illkeda provide the only clues as to the contents of the book. Illkeda claims that the book contains the following spells, one per page, in standard form: *change form* (unique spell), *clone*, *enlarge*, *graft* (unique spell), *massmorph*, *polymorph any object*, *polymorph other*, *polymorph self*, *shape change*, and *statue*. The book's curse affects any creature the first time it opens the tome, causing the being to *change form* into a kuo-toa with a club foot and a hunched back, as per the *change form* spell herein. A saving throw vs. *polymorph* is allowed, however.

The two unique spells found in the book are as follows:

#### **Graft** (Alteration)

Level: 6  
Range: *Touch*  
Duration: *Perm.*  
AE: *Recipient*

Components: *V,S,M*  
CT: *1 turn*  
ST: *See below*

**Explanation/Description:** When a spell-

caster invokes a graft spell, he may attach an appendage of another creature in place of a missing limb on the recipient's body, who may be either the caster or another being. The appendage must take place of a lost limb—e.g., the caster cannot place the arm of another creature onto a body which had no such limb before, nor add an extra arm in the middle of his chest. Additionally, the limb to be grafted must also perform roughly the same function as the old one; consequently, a mage may not attach a foot to an arm stump. The appendage may be of any size, but the recipient of the limb must be able to manipulate it with his current strength. If the limb is overly cumbersome or exceptionally different from the original, the limb may inhibit movement or limit spell-casting ability. The appendage to be replaced may be anywhere on the body, i.e., arms, legs, feet, hands, or parts thereof, but it cannot be the head. The replacement may also be of any form, thus a demon's claws, a bear's forepaw, or another human hand could take the place of a lost hand, claw, or paw.

The appendage to be *grafted* must have been alive within the hour before the spell is cast, or the graft will not take. The member to be *grafted* may be successfully joined provided that the recipient of the limb makes a successful system-shock roll upon completion of the casting. A failed roll indicates that the graft does not take, and the limb withers and dies in one day.

If the graft does take, then the new member will remain in place and function normally. Furthermore, the recipient even receives all the strength and dexterity bonuses or penalties the limb had previously. The *grafted* appendage also has all the immunities and weaknesses, including armor class and damage ability, that the appendage had previously, so long as such bonuses and penalties did not result from special characteristics of the limb's original body (thus, innate spell-casting abilities, psionic ability, magic resistance, and strength bonuses do not apply). For example, if a magic-user were to *graft* on the hand of an arcanadaemon, his new hand would be AC -2, would take only half damage from cold, and would cause 1-4 hp clawing damage. The hand would, however, no longer be magic resistant (as is an arcanadaemon's hand). If a magic-user were to *graft* on the forefoot of a lizard, though the mage may gain an improved armor class for that hand, he would probably not be able to cast spells due to the low potential dexterity of a lizard's claw. The hand of an ogre (the largest-size humanlike being whose limbs may be so used) would allow for a grasping strength equal to an 18 (nonpercentile) strength; however, the magic-user could not lift weights at the same strength level as only his hand has this ability, unless the magic-user previously had an 18 strength.

The material components of the spell are the appendage to be *grafted* and a mixture



made up of the blood of the being to which the member originally belonged, the blood of the caster, a potion of *polymorphing*, a potion of *extra-healing*, and at least 10,000 gp worth of powdered moonstone. The components are consumed (except for the appendage, of course) when the spell is cast.

#### **Change Form** (Alteration)

Level: 8  
Range: *Touch*  
Duration: *Perm.*  
AE: *Recipient*

Components: *V,S,M*  
CT: *8 segments*  
ST: *Neg.*

**Explanation/Description:** When the *change form* spell is evoked, the caster begins a process which will eventually end with the complete metamorphosis of the recipient into an entirely new creature. The change induced by the spell is total in every respect and occurs regardless of the size of the recipient and the size of the creature chosen by the caster.

An initial saving throw vs. *polymorph* is allowed to negate the effects of *change form*, but if this is failed, only a *wish* can stop the transformation. Furthermore, a *wish* can only *stop* the process, not reverse it, once the physical phase of the transformation is complete. A second *wish* can be used to reverse the process so that the victim will return to normal at the same rate as the initial change occurs. A third *wish* speeds up the rate of "backward change" so that it takes but one day. The ultimate form of the recipient is chosen by the caster but cannot have more hit dice than the recipient presently possesses and must be a native of the Prime Material plane (thus demons, undead, devils, elemental creatures, and other unique entities are not possible choices).

Immediately after the spell is completed,



all characteristics of the target, including ability scores, alignment, form, armor class, hit dice, etc., move one place toward those of the end creature; for every 10 days following the spell's casting, they change one further position. Size is altered at the rate of 1" and 10 lbs. of gain or loss per day. For example, an 8th-level fighter who began to *change form* into a pech would immediately gain a natural armor class of nine; 10 days later he gains AC 8; 20 days later he gains AC 7; and 40 days after that, AC 3. During this time, the fighter would have lost four of his hit dice, become neutral good, and otherwise assumed the appearance, size, form, and general characteristics of an average pech. The DM must arbitrate these changes as he sees fit.

When all mundane statistics have conformed to those of the new form, the recipient loses all class abilities he possessed previously. Thus, if we assume that our fighter's change is complete on the 70th day, he then loses his fighting ability and now attacks as a 4-HD monster. One week after this phase of the transformation is complete, the subject loses all previous memories (except for rudimentary facts about himself, such as his name, place of birth, and so forth) and other functions associated with his previous form such as racial abilities. Instead, he gains all the special abilities (such as magic

resistance, special attacks, special defenses, etc.) of his new form, becoming in every respect a member of his new race. However, in some cases, even the *change form* spell is not totally efficacious in this respect, as memories and other mental functions, such as intelligence and psionics, may be retained in the being's new form if the new form is basically the same as the old form (e.g., humanoid to humanoid, avian to avian, etc.).

Once the metamorphosis is complete, the recipient grows and ages normally, as would any other member of his new race. He is able to use all natural abilities of his new form, such as flight and other special movements, as if he were born to them, though he may not be able to speak the language of his new form.

The material component of the spell is a vial of acid, in which at least 5,000 gp worth of powdered moonstone has been dissolved during a full moon. The vial must be broken upon the recipient within one round of the completion of the spell. The acid will cause no damage to the recipient of the spell, unless he successfully makes his saving throw, in which case he takes 2-8 hp damage. 

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# Bazaar of the Bizarre



by J. Jasper Owens

## The magic fortress: magical items for fantasy castles

In any AD&D® game campaign containing characters that reach sufficient levels to build sacred temples and dark, forbidding towers of their own, a natural avenue opens for creating magical items for use in and around these characters' homes. Castle-related magical items have an innate value awaiting them in most campaigns because of the levels of the characters who would seek them out. As prestigious devices that are neither overly powerful nor harmful to game balance, castle magical items help Dungeon Masters as well as players. In fact, DMs may use castle magical items as tools, dropping them in the paths of qualified characters in order to encourage them to build strongholds. Adventures may be built around the recovery of such items, since the logical places to find them would include ruined castles and gutted temples out in the middle of nowhere.

Table 1 herein is for random determination of castle magical items. If a DM wishes to incorporate this table into his AD&D® game listings, he can allow a straight 15% chance that a random roll indicating Table III.E.2 in *Unearthed Arcana* actually results in a roll on the castle magical-item table. Treasure rolls must be tempered with logic—for example, a fragile *mirror of travel* will not be found in a rough cavern housing trolls.

Included in Table 1 is a scroll of new spells for magic-users; a DM who does not want to include these new spells in his campaign could transfer their powers to a suitable staff or ring. The value of a stone of the well is discussed in its description. Note that experience-point and gold-piece values of *gems of detection* accrue for each gem discovered.

### *Basin of the angel*

A *basin of the angel* is a rare, highly prized item sculpted of precious metals. A spidery design composed of thousands of interwoven holy symbols adorn its silver base, while its copper bowl is smooth and reflective. Each basin of this type has a particular good alignment (either lawful, neutral, or chaotic), and each of these basins is sworn to a particular good-aligned deity.

Within the basin's bowl stands a tall gold statuette of a movanic deva (sometimes resembling a servant of the deity to which it is dedicated, with back arched and arms high) which pours water into the basin from a crystal vial held in its hands. The water appears and drains away magically, and the basin is always full.

Any evil being touching a basin of the angel takes 2-12 hp damage and must save vs. spells to avoid being *teleported* three miles in a random horizontal direction. The basin does not affect neutral characters or creatures, but it comforts any good-aligned being who views it or touches it, providing a 5-30% morale bonus from the DM based on exact alignment, piety, and so forth of the viewer or toucher.

Water from the basin tastes cool and refreshing to all good-aligned people who drink from it. For drinkers of the same alignment as the basin, it *cures disease* and *cures light wounds* with a single sip, once per week per person. A cleric of the basin's alignment who worships the basin's patron deity may drink of its special waters and gain their benefits as often as he likes. Still, a *basin of the angel* will not realize its full powers until a 9th-level cleric places it within a permanent shrine to the proper god. If the cleric then further conducts himself in the best manner of his religion at all times, never straying from his alignment, the following latent powers accrue to the device:

1. It radiates *protection from evil* in a 240-yard radius.
2. It causes all evil characters or creatures who attempt to enter the temple that houses it to save vs. spells at -1 or be affected as per the mage's spell *repulsion*.
3. It endows the shrine with a "guardian angel," a movanic deva of average hit points and abilities. This guardian angel appears only once, at the time of the temple's greatest need (as determined by the DM).

A *basin of the angel* is about 5' tall and 2' in diameter, and it weighs 180 pounds. It is very clumsy to carry. All water taken from

it becomes nonmagical unless drunk with in three rounds.

### Basin of hidden dangers

This magical item appears to be a *basin of the angel*, even to the point of radiating a strong aura of good. However, any evil creature may handle this item with impunity, for it is actually a device built by evil gods. A *basin of hidden dangers* is constructed by forces of the Outer planes directly opposed to those who have *basins of the angel* dedicated to them. Thus, Loki may create a *basin of hidden dangers* that appears exactly like a benevolent basin dedicated to his brother Thor, and Set may do the same to a basin dedicated to Osiris.

A *basin of hidden dangers* immediately and permanently defiles any good temple it enters, simultaneously inflicting the temple's high priest with a powerful curse. Unless the defiled temple is razed, the ground beneath it sown with salt, and a new temple of at least the same size and value of the old one is built elsewhere, the cursed high priest will carry temporary defilement (lasting 10-100 years) to any good temple he enters. Furthermore, he is unable to learn any spells above third level until he receives an *atonement*. This is such a powerful curse it may only be removed by the methods prescribed above or by employing a full *wish*.

A *basin of hidden dangers* may be easily destroyed and does not "follow" a character the way some cursed items do. Note that the destruction of the basin does nothing to alleviate its curse, however.

### Danleor's dungeon chains

Hundreds of years ago, there lived a great wizard named Danleor who created dozens of sets of magical dungeon chains, which he used to confine his numerous and unusual enemies. Some of these enchanted shackles have survived the centuries to the present.

Individual sets of chains vary in power and effectiveness; the stronger ones are noticeably thicker and sturdier than the weaker ones. The iron chains and shackles are built to confine any creature from hill giant to halfling size, and *Danleor's dungeon chains* weigh so heavily on a captive that he is almost totally immobilized. To determine the strength of the chains discovered, roll on Table 2.

*Danleor's dungeon chains* are much too heavy to be thrown or otherwise used as weapons. Anyone aside from the chains' captive may open the magic shackles, if he knows the command word.

In some of Danleor's ancient records, which are now kept by an isolated clan of elves, there is mention of strange types of dungeon chains which are particularly effective against undead, and others which are actually sized to hold larger giants. To date, however, no such chains have been discovered.

**Table 1**  
**Castle Magical Items**

| 1d100 | Item                                            | Experience-point value | Gold-piece value |
|-------|-------------------------------------------------|------------------------|------------------|
| 01    | <i>Basin of the angel</i>                       | 7,500                  | 33,500           |
| 02-03 | <i>Basin of hidden dangers</i>                  | -                      | 3,000            |
| 04-08 | <i>Danleor's dungeon chains</i>                 | 1,500                  | 20,000           |
| 09-19 | <i>Flag of untrue colors</i>                    | 750                    | 12,000           |
| 20-27 | <i>Gems of detection</i>                        | 150/gem                | 500/gem          |
| 28-29 | <i>Horn of war (warriors)</i>                   | 1,000                  | 41,000           |
| 30-33 | <i>Libram of teleportation arches (wizards)</i> | 7,500                  | 35,000           |
| 34-35 | <i>Mirror of travel</i>                         | 4,000                  | 15,000           |
| 36    | <i>Improved mirror of travel (wizards)</i>      | 8,000                  | 50,000           |
| 37-58 | <i>Oil of eternal fire</i>                      | 300                    | 500              |
| 59-63 | <i>Scroll of new spells</i>                     | -                      | 25,000           |
| 64-67 | <i>Sphere of warning</i>                        | 2,500                  | 18,000           |
| 68-72 | <i>Sphere of false calling</i>                  | -                      | 1,000            |
| 73-85 | <i>Stone of the well</i>                        | 500                    | Special          |
| 86-94 | <i>Cursed well stone</i>                        | -                      | 1,000            |
| 95-00 | <i>Tablecloth of feasting</i>                   | 500                    | 4,000            |

**Table 2**  
**Strength of Danleor's Dungeon Chains**

| 1d100 | Result                                                                                                                                                       |
|-------|--------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01-30 | Restrains to 17 strength                                                                                                                                     |
| 31-60 | Restrains to 18/00 strength                                                                                                                                  |
| 61-90 | Restrains up to 19 strength, prevents captive from becoming <i>gaseous</i>                                                                                   |
| 91-97 | Restrains up to 19 strength, prevents captive from becoming <i>gaseous</i> , escaping to the Astral or Ethereal planes, teleporting, or using dimension door |
| 98-00 | Restrains up to 20 strength, prevents captive from escaping by any means short of a <i>wish</i>                                                              |

**Table 3**  
**Gem of Detection Varieties**

| Color            | Shape     | Use                                      | Range |
|------------------|-----------|------------------------------------------|-------|
| Pale blue        | Rhomboid  | <i>Detect evil</i>                       | 120'  |
| Scarlet and blue | Sphere    | <i>Detect good</i>                       | 120'  |
| Deep red         | Sphere    | <i>Detect lie</i>                        | 30'   |
| Pink             | Rhomboid  | <i>Detect invisibility</i>               | 60'   |
| Pink and green   | Sphere    | <i>Detect enemies</i>                    | 60'   |
| Pale green       | Prism     | <i>Detect life</i>                       | 120'  |
| Clear            | Spindle   | <i>Detect undead</i>                     | 240'  |
| Pearly white     | Spindle   | <i>Detect charm</i>                      | 60'   |
| Pale lavender    | Ellipsoid | <i>Know alignment</i>                    | 30'   |
| Vibrant purple   | Prism     | <i>Detect psionics/psionic creatures</i> | 240'  |

**Table 4**  
**Special Scroll Type**

| 1d100 Value | Scroll Value                |
|-------------|-----------------------------|
| 01-30       | Ballant's stonestrength     |
| 31-60       | Ballant's stonesplit        |
| 61-90       | One of each of above spells |
| 91-00       | Two of each of above spells |

### Flag of untrue colors

A flag of this type appears, (in its neutral state) as a large rectangular or triangular piece of dull, light-gray fabric. This magical flag is meant to be flown over a castle or keep. When it is placed atop any structure, all creatures viewing a flag of untrue colors (from any distance, including scrying) see it either as a bold crest of a family or country the viewer deems friendly, or of any other force the viewer recognizes as benign. Whenever possible, the flag appears the same to each person in a group; what's more, if blank gray flags are flown from a structure with a flag of untrue colors, they also take on the illusory hues and colors of the magical item.

Any creature with a wisdom of 14 or higher receives a saving throw vs. spells (with wisdom bonuses) against the flag's effect. Creatures not affected by illusions are immune to this item.

### Gems of detection

*Gems of detection* appear to be highly polished miniature *ioun stones*. They are discovered either already embedded and functioning (as explained below), or dormant. To activate a dormant *gem of detection*, it must be set into the armrest of a sturdy chair or throne by the hands of a skilled jeweler, and *faerie fire* must be cast upon it. If an activated *gem of detection* is pried from an armrest in order to be transferred to another, it goes dormant and must be reactivated.

To use this magical item, a character sits in the chair and touches the activated *gem of detection* to receive a power from it for as long as he remains seated and in contact with the gem. Only one gem may be touched each round.

*Gems of detection* are not quite as sturdy as *ioun stones*. They may be destroyed (AC -2, 5 hp), and make saving throws as hard metal with a +1 bonus (see the AD&D 1st Edition *Dungeon Masters Guide*, page 80). The various *gems of detection* are listed in Table 3.

### Horn of war

A *horn of war* is over 5' long, made of roughly carved, gold-colored stone, weighing 120 lbs., and covered with thousands of magical symbols and glyphs related to the arts of summoning. Only a non-elven fighter of the 9th level or higher (or a ranger of the 11th, or a barbarian of the 8th) with constitution and charisma scores of 14 or higher may sound a *horn of war*; a fighter-type of substandard level or with a less than 14 constitution passes out from the strain of attempting to sound it, and an elf or a fighter-type with substandard charisma is unable to command the creatures the horn summons.

The great call of a *horn of war* carries for 5-20 miles in any weather conditions. It magically summons an army of 10-200 quaggoths, with 10 hp each, in 1-6 turns.

The frenzied, battle-crazed mob may be commanded only to attack, which the monsters do until destroyed. If not slain in battle, the quaggoths serve for one hour per level of their summoner before disappearing. Quaggoths summoned but not controlled run amok for 2-12 turns, attacking everyone, before leaving. Three years must pass between each sounding of a *horn of war*. Regardless of whether the quaggoths are commanded or not, they will slay all elves they see while carrying out their other tasks.

### Libram of teleportation arches

Similar to a *manual of golems*, a *libram of teleportation arches* is a treatise on the construction of a pair of magical arches connected by *teleportation*. The archways are 10' tall, 3' wide at the base, and each takes 5-8 weeks to build, costing (in fine stone and craftsmanship) 40,000 gp total. Any creature stepping through one arch is instantaneously *teleported* to the other, and although distance between the arches is not a factor, both arches must be constructed on the same Prime Material plane. During the time required to build an archway, the magic-user must not be away from the construction site for any appreciable amount of time except when eating and sleeping.

When the archways are completed, the libram must be burned and its ashes must be sprinkled over both constructions. *Teleportation* through these devices is without error, though if one archway is severely damaged, both cease functioning forever.

### Mirror of travel

All *mirrors of travel* are large, obviously valuable, highly reflective silver mirrors bordered in gem-encrusted gold. These magical items each function only when set into a sturdy wall.

Any character knowing the proper command word need only place his hand upon such a mirror, speak the word, and envision any place he has previously "seen casually" (as per the spell *teleport* in the *Players' Handbook*). An image of that place appears in the mirror, and the character is *teleported* there, arriving as if the place had been "studied carefully" (again, as per the *teleport* spell). The image stays in the mirror for three rounds after the character departs, and during this time anyone touching the mirror similarly *teleports* to the area it presents. This device is quite fragile and will break (and become useless) if it fails a saving throw against any attack form. A *mirror of travel* can reveal and send its viewer to places only within its own plane of existence.

### Improved mirror of travel

Although indistinguishable from a *mirror of travel*, an *improved mirror of travel* is a vastly superior magical item that

requires an intelligence score of at least 18 to operate. *Teleportation* through this device is without error, and the mirror's activator may take any number of characters with him, as long as their hands are linked at the time of departure. The destination's image in the mirror disappears instantly after *teleportation*. This mirror is just as fragile as its lesser cousin and is activated in the same way.

Additionally, an *improved mirror of travel* can function as a *crystal ball* with twice the usual viewing time and frequency, and it accrues no penalty when viewing into planes that are one removed from that which contains the mirror. It allows travel to once-removed planes as well, provided the mirror's activator has previously "seen casually" the place to which he wishes to *teleport*. This item must be set into a sturdy wall, or it will not function. It may only be used by magic-users.

### Oil of eternal fire

This rather dramatically dubbed oil is typically found in two or four doses. When a bit of this potion is poured over a torch or other small flame, it causes the fire to stay lit for a full 24-hour period. One dose of this potion is enough to treat six torches or keep an oil lamp burning for 72 hours. *Oil of eternal fire* does not explode, nor does it affect large or magical flames.

### Scroll of new spells

The DM should make a die roll on Table 4 to determine which spells are written on the scroll discovered. The wizard Ballant was a man much taken with the theories of siege warfare, probably because his own castle was frequently beset with humanoid invaders from nearby mountains. The two magic-user spells that he created speak of his singular obsession.

### Ballant's stonestrength (Alteration)

|                                   |                   |
|-----------------------------------|-------------------|
| Level: 5                          | Components: V,S,M |
| Range: 20 yards                   | CT: 6 segments    |
| AE: Special                       | ST: None          |
| Duration: 3 turns + 2 turns/level |                   |

Explanation/Description: *Ballant's stonestrength* causes any single stone structure, no matter what its size, to increase in structural value by 10% per level of the spell-caster. For example, a 13th-level magic-user casting this spell on his stone gatehouse increases its structural value by 130%, from 120 to 276. The stone becomes tougher and more resistant to chipping and cracking. Any damage done to it is first subtracted from its magically gained structural points (so even if greatly battered, it may escape uninjured at the spell's expiration). Since this spell affects only stone, it cannot wholly buttress a structure composed of both stone and, say, earth or wood. A DM may either figure out how each piece of strengthened stone affects the structure as a whole, or simply

figure the new structural value as a percentage (e.g., if a wall is 40% stone, the spell is 40% effective).

**Ballant's stonestrength** completely repairs any stone-composed creature (e.g., stone golem, xorn, galeb duhr) it is cast upon, though this vigor is limited to the spell's duration. When cast upon a petrified character (having suffered the effects of a medusa or *flesh to stone* spell), this spell provides virtual immunity to incidental chipping and breaking. It may be cast in conjunction with a *wall of stone*. The material components of this spell are a small granite wedge and a pinch of powdered iron, which is sprinkled over the wedge during the spell's casting. When the spell is cast, both components disappear.

**Ballant's stonesplit** (Evocation)

Level: 6                      Components: V,S,M  
Range: Touch              CT: 6 segments  
Duration: Perm.            ST: Special  
AE: **One** 10'×10'× 10' cube of stone/level

**Explanation/Description:** The wizard who casts this spell cleaves the next stone object he touches, the force from his fingertips manifesting in a spray of light and a thick, winding crack that appears in the stone with considerable force. The crack reduces an amount of stone to rubble equal to the spell's area of effect, but it does nothing to clear this rubble away. For example, a 12th-level wizard touching a 100'-long by 10'-thick by 30'-high stone wall cracks to rubble a 40'-wide section. Rubble fills the gap to a height of half that of the original wall and sloping away from each side at about a 45° angle. There is a three-segment delay between the magic-user's touch and the full extent of the spell's damage, which is usually enough time for a mobile caster to escape being crushed by his own spell. A successful *dispel magic* during this interval period negates **Ballant's stonesplit**. If this spell is cast on a stone floor, a fissure opens and the rubble settles quickly, dropping the floor 1-4' and causing 1-4 hp damage to all in the area of effect. The devastating effect of this spell when cast on a stone ceiling is limited both by its range (touch) and by its three-segment delay (enough time for the caster to get out of the way is also enough time for anyone else to get away).

**Ballant's stonesplit** causes great damage to stone-composed creatures (such as galeb duhr) — 1-8 hp damage per level of the caster, or half if a save vs. spells is made — although the caster must first score a hit in melee. This spell automatically obliterates a petrified character. Magical items composed of stone are allowed to save (at -4) vs. *disintegration* to avoid destruction. The material component for this spell is a single diamond-tipped chisel worth at least 1,000 gp, which disappears when the spell is cast.

**Sphere of warning**

A *sphere of warning* is a 2'-diameter globe suspended in gold or silver framework. The entire device is over 4' tall and 3' in diameter, weighing about 300 lbs. The outside of the magical globe is bright green marble streaked with black or red. This sphere is a divination device that begins to glow and hum exactly three days before the structure in which it is contained is to be attacked by any force (an attack is defined as any outside party attempting forced entry into, or committing hostile action toward, the edifice containing the *sphere of warning* or the proper ruler of this edifice). The sphere is capable of fine distinctions, and generally has the DM's tastes with regards to the definition of "proper ruler." The hum and glow of the sphere begin quietly but increase in intensity during the three days before the attack. Unfortunately, the alarm of a *sphere of warning* is always the same, whether heralding an army of 3,000 orcs led by a Arch-Mage or signaling the arrival of three halflings armed with pointed sticks.

When a *sphere of warning* is taken from one structure to another, it ceases to function, resuming operation only when a command word is uttered (there is a 50% chance this command word is engraved somewhere on the sphere).

**Sphere of false calling**

A *sphere of false calling* exactly resembles a *sphere of warning*. This cursed sphere, however, sounds a random alarm every 1-6 months, and it also tends to glow and hum at particularly inopportune moments (such as before a wedding or visitation from friendly forces). This sphere *never* glows before an attack.

**Stone of the well**

A *stone of the well* is highly prized in villages and castles located on dry plains and deserts. In spite of the facts that these items command prices as high as 30,000 gp in dry regions, and wars are sometimes fought for their possession, *stones of the well* are worthless over much of the world. Such an item appears as a perfectly spherical black granite rock with a smooth surface. It functions when placed within a well at least 30' deep, as long as the stone is covered by at least 2' of standing water. The stone immediately fills its well to a depth halfway between its bottom and upper rim, and similarly fills and maintains all wells within a one-mile radius. The water produced by a *stone of the well* is pure and refreshing. No well within one mile of the stone will run dry. A *stone of the well* placed in a totally dry well will not function until covered with water.

**Cursed well stone**

Appearing exactly like a *stone of the well*, a *cursed well stone* causes any well

into which it is placed to dry up immediately; likewise, all wells within a one-mile radius of a *cursed well stone* also dry up immediately. This item counters a *stone of the well*, and no new well dug in the area of effect of a *cursed well stone* will yield water, even if the ground is saturated. Once activated, an *exorcism* is required to be rid of this malefic stone's influence.

**Tablecloth of feasting**

A tablecloth of this type is thick, richly embroidered, and difficult to fold and move (it weighs 30 lbs.). It automatically adjusts to fit any table on which it is placed, up to 900 square feet in size. Once per day, a *tablecloth of feasting* can create a meal equal to a *heroes' feast* at the 15th level of priest's spell use, although no furniture is created and the conjured food bestows no magical effects. An item of this type is typically found with 81-100 charges, and it requires a command word to function. If the meal is interrupted, however, the food does not vanish. Ω



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